

fantasy

SOFTWARE

THE PYRAMID is an arcade style game which has a very adventurous feel to it. The Pyramid contains 120 chambers on 15 levels. In order to get from one chamber to another you must fight off the indigenous aliens to collect an energised crystal which will neutralise the force field guarding the two exits.

The Pyramid is inhabited by a total of 60 sword and exotic alien types, all of which are beautifully animated. You will meet a whole variety of demons, droids, insects and monsters, with a sprinkling of the more unusual, the extra-terrestrial sweaters, galactic strawbery, cosmic claw mutant eye, plus a whole host of entities that defy rational description. You will no doubt invent your own nicknames.

You proceed to explore the Pyramid from top to bottom with the difficulty generally increasing with the depth of level. Depending on the choice of exit from each chamber you are likely to have a different game every time you play.

Apart from the challenge of trying to achieve the highest score possible the pyramid contains a number puzzle to solve. The more chambers you successfully visit the more information is gathered to enable you to discover the secret numbers of the pyramid. The puzzle won't take you a few days to solve, it will probably take you a few months.



This is CODY. He is shown above in his exploratory capsule and is a true representation of the on screen graphics. You have total control over his movements as you explore the many chambers of THE PYRAMID.

FANTASY SOFTWARE
is available from WH Smith,
John Moores and
Computers For All

Computer software by gpb/bds

THE PYRAMID

For 48K
Spectrum

THE PYRAMID is available at £5.50 from
FANTASY SOFTWARE, FALCONBERG LODGE, 2A ST GEORGES ROAD, CHELTENHAM, GLOS GL50 3DT
despatched by return first class post together with a membership number enabling you to discount
on our forthcoming boxed software.
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FIRST THE GOOD NEWS - THEN THE GOOD NEWS
 Yes it's true - Personal Computer Games has gone monthly! Not only that, we've got bigger - with a look at new new! Look! They're bigger! Have your eyes on the pull-out poster. And our stars reach 30 pages! Screen Star too!
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73p February 1984

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THAN 70
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REVIEWED**



PERSONAL COMPUTER GAMES

Eric hit...Commodore 64 Game-of-the-month...pull-out colour poster



Spectrum 48k
Disk 18-48k
Commodore 64



Spectrum 128-48k
Disk 18-48k
Commodore 64, Atari



Spectrum 128-48k



Disk 48k



Disk 128-48k

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ALL THE LATEST NOISES IN THE HUMMING WORLD OF MICRO GAMES



CLIP-ON STICKS FOR SPECTRUM

Most Spectrum joystick is quite expensive, expensive and a real layout of sound (30).

Now two new mechanical joysticks are available: both clipping on to the keyboard, decidedly above the cursor keys.

The sticks come from Great Design and from BBC Ltd and both cost £9.95.

These joysticks both work by mechanically depressing a cursor key when the joystick lever is pushed. Since they do not cover any other keys and clip on to the keyboard, the player is able to manoeuvre the stick with one hand while using keys with the other.

These sticks are of course only useful with programs having pointer key control.

Great Design's Spectrum Stick is robustly made and handles well, although you

do have to push the stick quite far over to get the required effect.

The BBC stick is of similar design but it looks better as we were able to try it out.

Spectrum Stick is available from Great Design Ltd, Bank House, Scopem, Norwich, Norfolk NR10 4J.

The BBC Stick is available from BBC Ltd, 1 Whitehouse Close, Chalfont St Giles, Bucks, SG9 6DA.



SMITH LEAVES BUG-BYTE

Bug-Byte's top programmer Matthew Smith, rather of best-seller *Music Mixer* has left the company to form his own software house, Soft-wart Projects.

The new company is off to a flying start since *MusicMix* has taken the rights to *Music Mixer* with him, and the game is now available from Software Projects on a slightly modified form.

Matthew Smith's co-workers Alan and Sue Miles are also Bug-Byte veterans. After Alan's rapid rise through the ranks at Bug-Byte— from design to order to marketing manager in a matter of months — it was cer-

tainly that he now wants to start his own company.

Software Projects have been busy writing the following range of *Music Mixer*'s kin: *Willy This is It*, *Get Rich* with action as a clip-on mouse bought with the best from the missing activities.

Further programs include a version of *Music Mixer* for the Commodore 64 and a new program, *Crash Ball* from the *Warfare* machine.

New Spectrum programs will include *Push GB*, based on the arcade game *Push*; *McKenna* a space adventure game; and *Thruwa*, a new shoot 'em up.

COMMODORE 64 GAMES BONANZA

Games for the Commodore 64 are flooding on to the market in ever-growing numbers. Reflecting the belief of program writers that the Commodore 64 will be the machine of 1984.

More games are now being released or in their way either computer except the Sinclair Spectrum and some companies believe that even the Spectrum will eventually succumb to the rising Commodore tide.

Although the 64 is jammed with a primitive version of BASIC, that doesn't bother machine code programmers who can fully exploit its large memory and state-of-the-art serial and graphics.

As a result not only are new programs for the machine being released in large numbers but they are also in many cases of outstanding quality.

A lot of the new games have been introduced from the United States, where there are many manufacturers.

Here's a sampling of the new games.

Trojan has two titles which on first viewing are extremely impressive. In fact, near you have to stroll along to a nearby musical notes instrument and collect a series of musical instruments.

The beautiful track just is this rich instrument adds its own characteristic looking to the melody.

In *Paperize* your aim is to build up a pyramid, while being attacked by various evil forces.

MELBOURNE ADVENTURE

Melbourne House are due to launch their new adventure *Melnoch Holman* in early February.

Following the huge success of *The Hobbit* the company had hoped to produce a version of *The Lord of the Rings* but were frustrated by copyright laws.

Computer prices rights are protected with the film rights

and have already been sold to Warner Bros.

755 is introducing two adventure games from America: *Miss Maki*, *Castle Spire*, *Knights of Zang* and *Rescue*.

Rescue Software's new range for the 64 includes *Crusty's Diamond* in which you visit diamonds from a spider and *Zappy Zooks*, a version of *Pacman*.

Meanwhile, Richard Shepherd Software has converted two of its Spectrum games: *Forest Attack* and *Mag of the Lake*.

Mandrill Ltd a new entrant in the software scene is its commitment clearly on the 64. Its first two offerings are *Trojan*, yet another version of *Pacman* and *Supercaptain* where you take part in a new level mission against an evil force.

Another newcomer, Megal Software is releasing eight games (some of which are also available on the VIC 20) *Microspira*, *George King*, *Street*, *Earthquake*, *Crater*, *Stronger*, *Super Fish*, *Pyramid* and *Arachnid*.

And from *Ballie* the comic *Rock of the Island* or *Island* and *Widow's Revenge* a follow-up to its earlier outstanding program *Balladancer*.

There are also a large number of cartridge games being imported from America offering serious looking, high quality games and prices to match. They include *Attack* or from *Remco*, *Neural Zone* from *Activision* and *Money* *2048* from *Remco*. Soft ware.

ATARI BREAKOUT

Along with *Breakout* Atari are helping to make a financial recovery by converting their own and other companies' games for other big selling machines.

So Spectrum owners may soon be able to play a version of the original *Pacman* on 128 machines. Atari having bought the licence from world rights owners Namco.



VIDEO HORRORSHOW

Ultimate Evil has released another block-buster game for the MSX Spectrum and the only one left to review.

Atic Atac is an adventure maze game where the player is the unwilling victim to a castle packed with wretched ghosts, vampires, and other nasties. You have to escape by finding a golden key and enough food to keep yourself alive.

You can move through the castle's many rooms by means of doors, stairways and magic trap doors. But

everywhere you go the spooky nasties surround you and you have to destroy them with an spell or sword — weapons which bounce around the room until they hit something.

The graphics in Atic Atac are quite superb — beyond even Ultimate's previous achievements, and the game itself is engaging. It's likely to prove extremely challenging and addictive.

At £5.95, Atic Atac looks set to boost Ultimate's reputation even further.

SOFTSEL 'HOT LIST' AWARDS

Major software distribution outlets meet in Las Vegas to decide to present their Hot List awards to deserving members of the American computer industry.

Desktop's Zenon took the prize for 'Hotest Product of the Year' but was kept on the list in the commercial category by Frogger from Software Ltd.

FIVE FROM THORN FOR SPECTRUM

Three EMS have released four titles for the 16K Spectrum: Zodiac Planet Gate, Knight Assassin, Assassin and Road Racer.

Also one for the 48K Spectrum is a version of Frogger called River Assassin.

The programs are available at £7 each.

TEN THOUSAND VISIT THE ZX MICROFAX

The first ZX Microfax packed out the Alexandra Palace in December, with 10,000 fans showing to over 10,000 Sanyo enthusiasts.

The show provided extensive proof of continued loyalty to Sanyo products, with major software houses eager to show off their latest games

software.

Among the stars of the show were Diskworld from Aldus, a helicopter rescue game for the Spectrum and Android Tom, a 3D version of Jetpack from Vector.

Other exhibitors included Quilobair, Mike's gem, and Atic.

HOBBIT RINGERS

The Hobbit Melbourne House's top-selling Spectrum adventure has now been converted for use on three other popular home machines: the BBC Model B, the Commodore 64, and the Cric 48K. But for the buyer to note, only the Commodore 64 version is a faithful reproduction of the original program.

On the BBC, the game has lost all the graphics displays. The explanation given is that the text alone requires the whole of the BBC's available memory. So you still get one of the best adventures around, but no pretty pictures.

The Cric does have graphics, but the displays have only two colours, and

are always the right ones at that. At the beginning of the game the reward screen does appear in shocking pink.

What is worse, the displays take so long to fill in that the player could find himself by coming a very frustrated letter holder.

Despite these criticisms, The Hobbit is still probably one of the best Cric games available.

The Commodore 64 version, though it is very similar to the Spectrum version, having the same clear and colourful graphics with the adventure following its usual word-per-line.

It will undoubtedly be a great success in the booming 64 software market.

WHISPERING HORACE

Paul Warner has the latest news! "I'm back post-war, wanted to thank you lot."

Balboa Software have been involved in a delicate struggle with the American company, Eg. Inc., who supplied them with a licence of games entitled in the popular North title.

Only trouble was a lot of the games turned out to have bugs, and after an angry dispute between the two companies, Balboa Software also Springs loaded up his car with several thousand unwanted cassette and shipped them to the office director of Eg. Inc.'s sales dept.

A spokesman for Balboa will say: "The matter has ended amicably."

Incidentally, did you know that Balboa have just moved

address offices themselves at a place called 'The Warrens'?

I am amazed at the large number of companies who mail in advertising. Most come and solutions means have finished people are better, the quality is really variable. I am in three companies, but the quality is poor — in Whispering Horace, My sister in Wh. Advertising told me that the final product was much better than in Balboa.

At the recent Commodore show, I saw that there's large number of people who present letters at our publisher stand, where they look at it before to copy on to their printer. What's the latest program? What's the best?





... NOW PLAY THE GAME

Pallas Books are breaking into the software market with a group of adventure games in which you read the book and play the game at the same time.

The Earth Trilogy features three separate games each

encompassed by its own story, and set out in an illustrated paperback. Each pack costs £4.95.

Pallas have also produced a game based on The Workbook of Peveta Mountain - already a popular book for children. The game is available on its own for £3.50 or the game and the book together for £5.95.

RADEPH HANDLE AQUARIUM

Distribution of the Aquarium home computer has been taken over by Radphi Electronics following an agreement with Mattel.

Mattel are believed to have been disappointed with the machine's initial sales and are now floating their home

electronics interests to the British-based range of products.

But Radphi believe there's still a bright future for the Aquarium which remains the cheapest colour computer on the market.

An upgraded version of the main computer is due to be launched soon with an Aquarium 2 coming next year.

MEAN STREETS

I've been playing a wonderful adventure called Urban Upstart from Richard Shepherd Software - featuring shops and policemen crossing instead of demons and dragons.

The only trouble was when I attempted to buy something at a bus stop. The program required that not only could I take a ticket, I couldn't get off it! Any of you who have met the wonderfully witty Richard Shepherd will understand why he's a creative and such a source of strength.

IRON ALICE ADVENTURE

The new Peter Goodland dubbed the Video Viper by the Daily Mirror for his work in computers, has just produced a new offering for the Share Software.

Called Ironside Road it costs £3.75 and challenges you to survive the Roman occupation of London in the First Century BC.

The game has been used in all primary schools for you. Share have set up a helpline to get you out of the

trouble. A follow up when you've won is planned for next year.

New titles from Allgate Software include Bagabooze and Lancer Assault for the Electron and three games for the BBC Model B. Danceswain, Eagle Square and Coward Bridge.

BRIC GAMER

Two new games for the One have recently hit the market. Tomoko's Delicate Corpse is a space shoot out game and Je-

rome is error-checking mechanism designed to fool the One's infamous loading system.

Master of Death, also from Tomoko, is a follow up to their Zombies adventure game and takes place on a deserted film set where you don't get there until the program is in fact over.

The two programs change hands for £1.95 and £0.99 respectively.

Further details from the pub, 607 Newmarket Road, Colchester, CB3 9PB.

THIS MONTH'S TOP THIRTY

GAME TITLE	PUBLISHER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
1. ICE AGE	LELEPARD	●																															
2. TALKING ALI	LELEPARD	●																															
3. THE WARRIORS	LELEPARD	●																															
4. MYST	INFOSYS	●																															
5. MYST	WELLSGARD	●	●	●																													
6. MARS ZERO	PROXIMA	●																															
7. FLIGHT	PERM	●																															
8. SPACE	ULTIMATE	●	●																														
9. TALKING ALI	QUICKBITE	●																															
10. GAMES GALAXY	TRION		●	●																													
11. TALKING ALI	SLAMBOFT (EA G)	●	●	●																													
12. ICE AGE	IMAGINE	●	●	●																													
13. MEDICAL ACTION DRAMA	SLAMBOFT		●																														
14. TALKING ALI	EA G	●	●	●																													
15. THE WARRIORS	SLAMBOFT		●																														
16. TALKING ALI	TRION (WELLSGARD)	●	●																														
17. MYST	OCOM	●																															
18. WARRIORS	INFOSYS		●																														
19. WARRIORS	WELLSGARD	●																															
20. ICE AGE	IMAGINE	●	●																														
21. TALKING ALI	WELLSGARD	●	●	●																													
22. MYST	PROXIMA	●	●	●																													
23. TALKING ALI	EA G	●	●	●																													
24. TALKING ALI	TRION	●																															
25. MYST	OCOM		●																														
26. MYST	PROXIMA	●																															
27. TALKING ALI	WELLSGARD	●																															
28. ICE AGE	EA G	●	●																														
29. MYST	PROXIMA	●	●	●																													
30. TALKING ALI	TRION	●																															

The numbers in this table are based on the number of copies sold in the week ending 15th February 1991. The data is based on the data from the 100 top-selling titles in the week ending 15th February 1991.



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SPECTRUM

Table listing software titles for Spectrum, including titles like 'Action Man', 'The Hobbit', 'The Hobbit - Book II', etc., with columns for title, publisher, and price.

ORIGAMI 64

Table listing software titles for Origami 64, including titles like 'The Hobbit', 'The Hobbit - Book II', etc., with columns for title, publisher, and price.

COMMODORE 64

Table listing software titles for Commodore 64, including titles like 'The Hobbit', 'The Hobbit - Book II', etc., with columns for title, publisher, and price.

BBC MICRO

Table listing software titles for BBC Micro, including titles like 'The Hobbit', 'The Hobbit - Book II', etc., with columns for title, publisher, and price.

ATARI

Table listing software titles for Atari, including titles like 'The Hobbit', 'The Hobbit - Book II', etc., with columns for title, publisher, and price.

ORIG I

Table listing software titles for Origami I, including titles like 'The Hobbit', 'The Hobbit - Book II', etc., with columns for title, publisher, and price.

Table with 3 columns: SPECIAL OFFERS FOR THE SPECTRUM, THE HOBBIT - BOOK BY MELGABANE HOUSE, and WARRIORS BY LEGEND. It lists prices for different quantities.

Order form section with fields for name, address, phone number, and a signature line. It also includes a 'SEND' button and a 'Name' field.

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£1,000 OF K-TEL GAMES MUST BE WON

● Competition puzzle

To solve the puzzle you must give the correct answer to each of the 13 clues listed below.

The number of letters in each answer is shown on the empty line.

The first letter of each answer is the same as the first letter in the following answer, and the last letter of answer 13 is the same as the first letter of answer 1. Good luck!

● Competition clues

1. Does it ring bells from strategy? _____
2. Go inside and execute a command _____
3. After losing your program you must quickly _____
4. A command to ring out the old _____
5. The keyboard program last? _____
6. Shoot an alien _____
7. Push into memory _____
8. Hug _____
9. Not reading, remember _____
10. Left in W. W. is a common name _____
11. Does it let your spaceship run out of the _____
12. That's not the right key _____
13. Your type of typing? _____

● Rules

- (1) The competition is open to everyone except employees of K-Tel or K-Tel Business Publications and their families.
- (2) The answers to the clues must be written on the table of entry form printed on this page.
- (3) Identification of the correct answer(s) is 100%.
- (4) Only the entry form printed on this page will be used.
- (5) After the closing date the names will be checked and winners notified.
- (6) All the first correct answers for the Spectrum prize and entries 10 for the Vic 20. All the other correct answers will be

Have you a fantastic chance to win five games for your money? We are giving away exciting new programs from K-Tel worth a total of £1,000.

Sixty prizes must be won - 30 sets of games for the Spectrum and 30 for the Vic 20.

Each Spectrum set consists of three cassette worth 60-95 each. They're K-Tel's newly released Double-Action Adventure games on each cassette. So each Spectrum prize winner will get six games.

The games are: *It's Deadly* (in ROM), *Tomb of Dracula*, *Castle of the Four Winds*, *Flash-Crash Collision*, *Alien Invasion* and *Almas*. The first four are for the 48K Spectrum while the last two will also run on the 128K Spectrum.

Each Vic 20 prize consists of two cassette with a total of four games. The games are: *Supersword*, *Boomer Race*, *Plaque and Alien Demons*. The last two need an RK expansion.

To enter the competition, you must enter the puzzle below, complete the entry form and send it to us before the closing date of 28 February, 1984.

The best 30 correct solutions we pull out of the hat for each machine will be judged winners.



● COMPETITION ENTRY FORM

SEND TO: Competition, Personal Computer Games, Epsilon House, 62 Oxford Street, London W1A 2HG

Answers

1	?	?
2	?	??
3	?	??
4	?	??

Name _____

Address _____

Which program(s) would you like most? - Spectrum/Vic 20?

The following questions are not part of the competition, but if you answer them it will help us in planning future issues of the magazine.

- What are your favorite... **Game** ● **Byte book** ● **Good Buy** ● **Screen Size** ● **Program Contest Guidelines** ● **Screen Test** ● **Games of the Month** ● **Paul Pearce's Interviews** ● **Memory review** ● **Spectrum graphics feature** ● **How to play solitaire** ● **Program library** ● **Puzzles** ● **Competition**

Out of the list below of different sections in the edition of Personal Computer Games, which three did you like most?

- (1) _____ (2) _____ (3) _____
 which three did you like least?
 (1) _____ (2) _____ (3) _____

YOU CAN'T BEAT THORN EMI'S NEW SP



SPECTRUM GAMES.



Our new Spectrum games have two skill levels. Difficult and impossible.

Unless you happen to be a genius, it could take forever to master them all.

So for around £6.95, you will really be getting your money's worth.

"Volcanic Planet" (on 104) is a real scorcher. Plant a bomb on the volcanic plug.

in the evil Zeron underground Metropolis, and escape before red-hot lava floods the city. Watch out for the Zerons, bone-crushing slaves, they want to tear you apart, if your oxygen or power supplies run out, you're dead.

In "Road Racer" (on 106) you'll find out if you're skilful enough to drive round a terrifying track at death-defying speeds and reach the black and white flag in one piece.

Gold Rush (on 108) is no walk-over either. Underneath the eerie planet of Orion is a vast cavern full of gold and demons.

You have to get the gold and the deadly demons have to get you.

In Blockade Runner (on 104) the earth is under siege and you must get life-saving supplies through.

When you've avoided the dense meteor shower, the moving laser barriers, the space mines, the tractor beam units and the alien warships, you'll be good enough to try the other 5 skill levels.

"River Rescue" (on 484) is a runaway success on other formats. It's now available on Spectrum. You'll have to navigate the widest and most dangerous river on earth in a powerful patrol boat. But keep a sharp look-out for the killer crocodiles. They haven't eaten all day.

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... Home Computing Weekly

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... Terry's mum

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DATE _____

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EAGLE EYE

Having now seen two issues of Personal Computer Games I get the impression you are having difficulty in finding reviewers who can put their facts right.

Please see to print out a few more.

Issue 2, p46 3D Space Alley - the score you get for each plane does not vary with its distance when you hit it or depends on the size of your hit.

Same score, same page, in 3 Deep Space you do not see the item steps in perspective on account of the 3D glasses - you see them stereoscopically. There is a considerable difference.

Also, the game comes with full instructions contrary to the assertion made in the review. They are on the back of the printed cover sheet.

I hope your attitude is not that people will buy anything about computer games and that therefore there is no point in maintaining standards of quality or accuracy.

Roger Munn, Edinburgh

What an extraordinary suggestion by Munn! We go to great lengths to ensure that our articles are as accurate and authoritative as possible.

Of course if something does slip through it's a simple matter for us to get thoughtful readers like yourself pointing it out. Keep on!

Incidentally, I think you'll find the magazine system we've introduced also easier to use than the magazine and subscription system.

BYTE-BACK

HIGH-SCORING HORACE

I would like to bring to your attention a bug in the 16K game on the Spectrum *Mean Gyro Storage*.

There are four levels and on the third and fourth levels when you go to ring the bell if you only touch the clanger it will ring and keep ringing.

This then affects the score by 400 each time. When you get to 10-000 your score goes back to zero and when you get your high score it does not include the 10-000.

Andrew Symes, Somerset, Somerset

A spokesman for Pagan said: This bug was discovered almost as soon as the game was released. Our response is that if you want to score hundreds of thousands of points using this method you can - but it's not worth doing.

No doubt, if anyone else has come across bugs in programs or has any tips or ideas to make our magazine better, why not write us and let us know by writing to us?



LISTING BUGS

I am writing to say how useful and interesting I found your magazine.

However, when I came to try the program my 16K Spectrum for the game *Blaster* by Alan Green I was very disappointed.

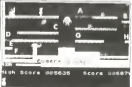
Firstly, the quality of the printing was very poor, especially punctuation marks and with several gaps, which proved difficult to read.

were impossible to decipher.

Secondly, there were a few actual printing errors which surely should have been checked before the magazine was issued. G.H. Owen, Tewkesbury

The fact to blame the issue on account of our listings only is proved directly using a program from a previous issue as well as a program.

This should apply to the program and the list.



Mean Gyro is one of the most challenging games for the Spectrum and Stephen Ayles of Norwich is one of the few people to have ever successfully achieved through it 20 levels.

Here's his advice as you hop through level 1 - Eugene'sville

Walk right at the beginning and jump over the hole, and then walk right to A. Keep going right and jump over the plant.

Walk along to the end and jump right to get the first bar and land in position H. Then wait for a few moments until Eugene is just above the coin slot bar, so let's go down and then drop on to the coin slot bar, jump over the plant, and over to C.

Jump over the tank when it is under the second bar (making your land on the top bar) and walk left along and drop down to D.

Drop again to E and again to the bottom. Walk a little left to about F to get a run up to jump over the plant.

When you are over the plant and have got the bar press left and jump or else some time to get out again like a hot day at last! Jump up again on to it and again back to D.

Walk right to the end and when Eugene is at the end of the way jump over to G. Next, walk to the end and at the very last moment (it needs to be less than 100) jump over to H. When you have the bar, jump back again (also at the last moment) and walk back to G.

When Eugene is close, drop down on to the wall and onto the cage. It is 100 jump out left and wait until Eugene is right at the top and then get the last bar and get your fly back onto the cage!

If Eugene gets there before you be sure at the bottom and you can't get in so you need to quickly blow across the Programming Plane.

This method works if you do it properly. By the way, my best score is about 110,000! Not sure going through the 20 stages in a row in one game.

Stephen Ayles

WHAT SHOULD I BUY

I've just bought a Spectrum, but I'm confused by the number of programs available. How can I decide which to buy? Mike?

C Anderson, Highley, London

Congratulations, you've arrived at the right magazine!

We can help in two ways. Our *Good Buy* charts on pages 27-28 cover a list of recommended 'must buy' programs.

Also for each of the main machines.

Buy any of these and you won't go wrong. Though you should check that the type of game is what you want - arcade adventures or others.

Secondly you can keep up with the huge number of games being released each month by making our regular section *Screen Test*. You'll find all the information you need.

HAVE YOU BEEN INVOLVED IN A MYSTERIOUS ADVENTURE RECENTLY?

If you're like most people, the picture probably conjured from the title above is of a mysterious, unexplained event.

You're involved in it, and a number of ways, with the most dramatic symptoms being a sudden, unexplained inability to be at work in the world of technology. Other symptoms include loss of interest in computer hardware, a decrease in productivity, and a general feeling of being "out of sync" with the world.

It's a feeling that's been widely documented as a result of involvement in a Mysterious Adventure, and is commonly called by the company of manufacturing Home Computers.

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Personal Computer News (23-31 Sept '83) gave SUPER SCRAMBLE! an overall rating of NINETEEN OUT OF TWENTY and described it as "Well implemented, with beautifully smooth scrolling and very nice graphics."



SUPER GRIDDER

"... a compelling piece of freewill that could give hours of fun." was the verdict of Personal Computer News (22-28 Sept '83).



SUPER SCRAMBLE!

"An excellent game" said Computer Video Games magazine (Sept '83).

STELLAR DODGER

A game of skill and anticipation in which you must dodge your way through asteroids to complete your mission.

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NEW



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A wave of new Spectrum programs allows you to design your own games and graphics. Stuart Cooks investigates

MAKING

MONSTERS

The computer market is flooded with machines offering high resolution graphics sound and joystick ports. It's therefore not surprising that a person who is learning a new computer language usually starts by trying to draw pictures on the screen or even attempting to program a game. This may be either one of their own designs or a copy of someone else's.

Usually the results are disappointing because the game is too slow and it gets jump around the screen, nothing like the smooth graphics in the arcade or even in the programs that come from the well-known software houses.

Software packages designed to aid graphics creation are now appearing on the market. These range from games design programs to self-contained graphic languages which enable the owner of a home computer to produce games with smooth like arcade quality including smooth graphics and good sound effects.

The Sinclair Spectrum being one of the best selling machines in Britain at the moment, has perhaps the widest range of graphic software.

For the person who wants to design their own graphic games easily, Quick'n's have produced a user-friendly games designer program, unapologetically named Games Designer.

Quick'n's claim that you get a lifetime of games in one package is probably a little exaggerated. Nevertheless, for a person who wants to design his own games this package is an ideal introduction.

Games Designer is menu-driven. This means that you need no programming knowledge at all to use it as you never have to write a single program statement.

When loaded, Games Designer automatically runs and the main menu is displayed on the screen, giving you a list of eight options. These are: 1. NEW GAME, 2. SELECT NEW GAME, 3. MAIN MENU, 4. CONFIGURATION, 5. MOVE, 6. NEXT 8. AFFIX LETTERS, 7. LOAD FROM FILE, 8. END GAME TO FILE.

Option 1 allows you to play the current game. The program automatically sets the control keys for movement, but it is possible to select other keys and even save joystick.

The second option allows you to select one of the games included as the



Games Designer. There are eight of these for example - Attack of the Mutant Hamburgers and Hellswore.

Quick'n's claim that four of the games supplied with the program were designed by people with no programming expertise but in fact all were high quality.

The characters used in Games Designer are called sprites. Each sprite consists of a 12 x 12 square in which each dot can be either the foreground or background colour.

Option 3 lets you define your character on the 12 x 12 grid. There are 36 sprites in all and these are grouped as follows: 00-15 are the skins, 16-23, player's steps or bases, 24, player's assets, 25, assets for the alien, 26 sprites (used for moving sprites around), 27 shield and 28-31 explosion sprites.

All of the keys used to design a character are displayed on the screen, making it very easy to design a character of your choice. Pictures inverted and on page 37 show the 31 sprites from the Hellswore game and one of these sprites being dropped.

The configuration section allows you to choose the game format screen colour, special effects and to define the sounds for the bombs and explosions.

Game format allows you to choose from Breakout type Asteroids type, Scramble type and Bombs type of game.

The special effects select whether you have a blank screen or rain as the background (but no other choice is available). You can also select whether the alien appears in groups and whether a shield will protect your ship.

Defining a sound is a simple job. When you select the sound you want, the sound editor chart appears on the screen. This consists of the slide controls

that set the pitch of the sound, wave 1 sets the speed at which the pitch increases, wave 2 sets the speed at which the pitch decreases, wave 3 sets the amount of pitch change caused by Range 1 and 2 and wave 4 sets the length of the sound.

Any change that you make to the controls can be heard by pressing the symbol/alt key.

A wide range of sounds can be made by altering the slides and so much like

MAKING MONSTERS

can be had defining the sounds as in playing programs themselves.

You can define the movement of the stars or monsters by using the fifth option. This is a little limited as you can only move the character in any of eight directions following one of eight pre-set movable movement patterns which can be linked to each other.

Basically the movement pattern consists of a series of numbers, each representing a certain direction as specified below.



So for example 0 0 0 2 2, 2 would move three units up then three right. As can be seen it's a little crude but nevertheless some complex movement patterns can be designed.

When option 6 is selected the various screen chart will appear on the screen. This screen allows you to choose which stars appear on the screen, whether or not the stars are tracked, the screen size and speed of the stars and which movement pattern they follow.

As previously mentioned this option is used to simulate the space and it is possible to chain together either two or four slightly different options, this enables you to make wings flap or eyes blink for example.

The main problem with Cosmos Designer is that even though you can define the graphics and the movement patterns, the games designed are all basically the same. If you choose the Asteroids format what you get is essentially a game like Space Invaders with graphics that you have designed.

Another disappointment is that you can't define your own background. The only thing you can do is select the colour and whether you wish to have stars or not.

Despite these limitations Cosmos Designer is simple and fun to use. It is possible to produce fast games with smooth graphics and good sound without having to know a thing about programming.

For the programmer who doesn't want the limitations of a menu driven game designer, such as the QuickDraw



Mathematical or custom based graphics programs give Super the control of the programmer's own command.

program and who is willing to put a little more effort into his programming, two new graphics languages have appeared for the Spectrum. Both from Computer Horizons Ltd (CHL) and Scope from ICF Marketing Ltd.

The best of these packages, Adb, is not so much a new language but rather an extension of Basic giving the Spectrum owner another 25 commands. These new commands are placed within BASIC statements so that the Spectrum will accept the words and not reply with a syntax error.

Compared with some of its (direct) rivals, one of the main disadvantages of the Spectrum is that it lacks a screen A



Single letter code's Supergraphics allows you to define up to eight graphics alternatives on the screen at the same time.



The screen editor for the game Invaders supplied with Supergraphics' game designer.

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MAKING MONS

even for fast delivery, the rewards are in playing the games themselves.

You can define the movement of the stars or meteors by using the fifth option. The result is limited as you can only move the character in any of eight directions following one of eight preset, reasonable movement patterns, which can be linked to each other.

Basically the movement pattern consists of a series of numbers, each representing a certain direction as specified below.



So for example 8 0 8 2 2, 2 would move three units up than three right. As can be seen it's a little weird but never fear, some sensible movement patterns can be designed!

When option 6 is selected the screen always about will appear on the screen. This screen allows you to choose which stars appear on the screen, whether or not the alarm are triggered, the score value and speed of the stars and which movement pattern they follow.

As previously mentioned this option is used to create the screen and it is possible to chain together two or four slightly different screens that an allow you to make wings flap or eyes close for example.

The main problem with Games De signed is that even though you can redefine the graphics and the movement patterns, the games designed are all basically the same. If you choose the impressive format what you get is more like a game like Space Invaders with graphics that you have designed.

Another disappointment is that you can't define your own background. The only thing you can do is select the colour and whether you wish to have stars or not.

Despite these limitations Games De signed is simple and fun to use. It is possible to produce fast games with smooth graphics and good sound without having to know a thing about programming.

For the programmer who doesn't want the headaches of a video driven game designer such as the Quackbox

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This set makes a real bargain, not even an extension of Basic giving the Spectrum owner another 25 commands. These new commands are placed within ROM statements so that the Spectrum will accept the words and not reply with a syntax error.

Compared with some of its (cheaper) rivals one of the main disadvantages of the Spectrum is that it lacks sprites. A

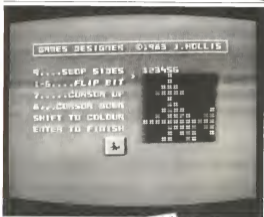


Single Software's Spectrographer shows you in detail up to eight graphic characters in the screen at the same time.



The extra tools for the game Spectrographer included with Single Software's game designer program.

FEBRUARY 1984



Keype number 4 from Hollis's code changed with the character option.

speed to a user defined graphic, but once set moving on the screen, and continue independently while the basic program performs some other function.

It will only return to the Basic program if the sprite collides with another object or goes off the screen. With *FILE* the Spectrum user now has access to sprites or other objects, the user gets to spend on this program.

An object can be defined as any of the Spectrum characters, both alpha numeric and user definable graphics. Once an object has been defined it is possible to set it moving in any of 16 directions using the vector command to set the direction and then move to start the object in motion.

Once it's moving the program can go away and perform another function while the object 'glides' across the screen until by just on its own - an effect which is really amazing to watch! The vector command allows you to change the speed at which an object moves on the screen.

As well as commands to move 'oh jist' around the screen there are other graphic commands. For example you change the ink and paper colours of the

whole screen without clearing it, a feature that is not possible in Basic.

MOVE is a similar in effect to *COL*, but it only changes the colour to another specified one. For example:

```
MOVE 0 PAPER 7
20 PRINT "BLACK"
30 GOTO 20
```

This will change all occurrences of black ink on blue paper to black ink on white paper.

FILE also provides a new sound command, leaving no fewer than four pins meters rather than the usual two. The effects that can be produced are simply amazing and are as good, if not better than the sound in commercial games programs.

The second of the two *Scope* utilities *FILE* is a self-contained graphics language. A *SCOPE* (Simple Composite of Plain English) program is written within Basic, so new statements and is then converted by the *Scope* program.

The *Scope* manual states that

SCOPE is primarily intended for high speed handling of graphics colour sound and movement, and fast if necessary.

Scope offers 51 commands, nearly all of which have an equivalent Basic instruction, the difference being that *Scope* is much faster.

However, most of the commands only handle integer numbers in the range 0 to 255 and it is possible to set up variables (A to Z, and a to z) with the *VAR* command.

Because there will be occasions when you need a larger number, for example to hold a score in a game, *Scope* also provides a *score* (big variable) command which allows you to calculate and print numbers between 0 and 99999. A possible limitation of *Scope* is that variables can only be increased or decreased. There are no commands for multiple entry devices or any secondary functions.

Scope is a structured language, which means that a program can be written as small separate sections, then used as you wish the program to. Later sections can then call up those which you have previously used.



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scope is a user-defined graphic (the once set moving on the screen, and continue independently while the base program performs some other function.

It will only return to the base program if the scope collides with another object or goes off the screen. With *Alpha* the Spectrum user now has access to scopes or rather to objects that can move in space in this program.

An object can be defined as any of the Spectrum characters, built upon numeric and user-defisable properties. Once an object has been defined it's possible to set it moving, in any of its dimensions using the various commands to set the destination and then move to start the object in motion.

Once it's moving the program can go away and perform another function while the object glides across the screen paced by pixels on its own — an effect which is really amazing to watch! The next command allows you to change the speed at which an object moves on the screen.

As well as commands to move 'ob-jects' around the screen there are other graphic commands. For example *fill* changes the ink and paper colours of the

Alpha monitor is four resolutions based designed with the video system option.

whole screen without clearing it, a feat that is not possible in Basic.

display is similar in effect to *fill*, but it only changes a colour to another specified one. For example:

30 next page? 7
30 next page? paper 1
30 next page? 2

This will change all occurrences of black ink on blue paper to black ink on white paper.

Alpha also provides a new sound command, having no fewer than four parameters rather than the usual two. The effects that can be produced are simply amazing and are so good, if not better than the sound in commercial games programs.

The second of the two, *Scope*, unlike *PWA* is a self-contained graphics language. A *SCOPE* (Simple Computer of Plain English) program is written within Basic as raw statements, and is then compiled by the *Scope* program.

The *Scope* manual states that,

SCOPE is primarily intended for high speed handling of graphics tables, sound and animation, and fast if certainly.

Scope offers 34 commands, nearly all of which have an equivalent Basic instruction, the difference being that *Scope* is much faster.

However, most of the commands only handle integer numbers in the range 0 to 255 and it is possible to set up variables (A to Z and a to z) with the *var* command.

Because there will be occasions when you need a larger number, for example to hold a score in a game, *Scope* also provides a *max* (Big Variable) command which allows you to calculate real point numbers between 0 and 65535. A possible limitation of *Scope* is that variables can only be increased or decreased. There are no commands for multiplication, division or any scientific functions.

Scope is a structured language which means that a program can be written in small separate sections, then tested as you write the program in. Later sections can then call up those which you have previously tested.

page 18

MAKING MONSTERS

For the serious programmer who wants to write fast games programs, no any program which includes packages both *Scene Draw* and *Auto-Sounds* to be looked at. Both packages have their good and bad points but *Auto-Sounds* seems to be more flexible allowing you to use *Basic* as well as *Atk* commands and to get variables between the two.

As well as programs that enable you to write faster and smoother games programs, there are those that are available to anyone wishing to produce a graphics display. In a lot of games programs in some other purposes. Two such programs are *MultiCourse Draw* produced by Multimedia House and *Spectrographer* by Image Software.

Both these programs are sketch pads which enable you to draw more objects on the screen. They each have their good and bad points, but one feature of both programs is that it is difficult to draw curves. It is only possible to move the pen to eight directions.

Spectrographer has a better, user definable graphic producer making it easy to define your graphics characters, while *MultiCourse Draw* allows you to view an area of the screen for graphic characters.

Another good feature of *MultiCourse Draw* is its ability to enlarge sections of the screen, thus making it much easier to see exactly what you are drawing.

Both packages enable you to fill in an area of the screen with the current ink colour. If there are any holes in the colour the ink will look out of the shape and go all over the screen.

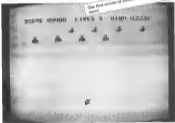
MultiCourse House's program has a facility that allows you to stop the fill command and return the screen to its original condition before the fill was started. However, with *Spectrographer* you will have lost your picture.

MultiCourse Draw only has facilities to draw lines while *Spectrographer* allows you to draw boxes, triangles and circles automatically.

Both programs save time when drawing any playing areas or other graphics for use in a program, though it would have been nice to draw curves easily.

Perhaps a graphics program from *Event or Plotter Products* offers similar facilities to *MultiCourse Draw* and *Spectrographer*.

Paintbox allows you to define 84 user-definable graphics and is the only package here that allows you to draw curves easily. All you need to do is specify the two ends of the curve and



The first screen of *Game Designer's Studio*



Just move the sliders to create your own sounds for your latest game program.

then enter a positive or negative number depending on the direction and amount of the curve.

Unfortunately this program was created too late for this review to cover it in depth. But its presence is a tribute to a very comprehensive drawing/graphics design program offering some of the facilities that other graphics packages are missing.

Sound is a very important feature in any games program. With the *Spectrum* using the main component in *Basic* it is a little difficult to get the sound you require. But with packages like *Scene* and *Auto-Sounds* it is possible to produce excellent sound effects.

Auto-Sounds from *MultiCourse* *Basic* was allows you to create the sound effect of your choice and then the program gives you the *Basic* statement to produce your sound. *Auto-Sounds* has 26 pre-programmed sound effects, including sounds such as a frog, pig and telephone.

An on screen 'synthesizer' control panel allows you to modify any of the supplied sounds, or you can create your own. You can instantly hear the effect this has on any sound.

The control panel allows you to control such settings as pitch - whether the

sound rises or falls - and the speed at which it does so. All alterations can be made by one key press and all the necessary *Basic* statements on the screen.

It must be remembered that the sounds produced by this program are all from the *Basic* set functions and therefore are not as good as a machine code program such as *Auto-Sounds*. Nevertheless the sounds that *Auto-Sounds* produces are reasonable and the *Basic* statements produced can be put into any program.

Auto-Sounds is an excellent program that allows you to create the sounds you want very easily.

The above programs are only a small sample of the aids that a games program can buy. All of them have their good points and their rough edges. Before buying any package, consider the cost and check that it will perform the functions you require.

You might find you need to use two programs, each allowing similar facilities before you end up with the game that you require.



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THIS MONTH'S STAR INTERVIEW



Fast-dealing Paul Daniels proves quite a whizz with a joystick too. Now Britain's most popular TV magician is turning his talents to computer games designing, as Chris Anderson finds out

MEET THE MAN WHO EXCELS... AT ZAPPING ALIENS

Walk into Paul Daniels' London home and you'll receive pretty quickly that he likes computers. Not a bit, but he likes them.

For a start, there's a 486 Atari 386 with 4mb drives stacked on his desk along with piles of books, papers and pens.

Then there's his game controller which he made himself by adding a few odd wires and handles to an Atari joystick.

"It means you can play for four hours without getting uncomfortable," he says. "World's most comfortable" might be reserved.

Finally — and this'll make you green — he has a TV processed system which

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PAUL DANIELS

allows him to handle a lot faster across a few foot runs.

"What you do is pull the curtains to black out the room and then when you sit down, all you can see is what is on the screen."

To prove the point, Daniels put me in a virtual performance on an ordinary arcade shoot-out featuring a 12 inch television and delightfully large ex-ploded mines.

So how did Paul Daniels' Britain's best known magician, get into computers?

"It all stemmed, he says, from his love of making jokes about the people who help him out on his magic shows.

A few years ago I decided to get a lot of people on stage who were computer programmers.

"I made myself out knowing a lot about some jobs, but suddenly this new job was appearing which I didn't know about.

"I thought all the computer magicians but none of them could tell me. They're not understandable these magicians."

Paul's solution was expensive:

"I was in Guernsey and I just walked into a computer shop and said to the man "There's a thousand pounds. Sell me a computer."

Daniels came away with an Atari disk system and a few odd ones and wonders he was incredibly lucky. Within a few months the light of computer computer began to dawn.

In the two years or so then Paul has built up an incredibly large library of games. His favorites are adventures and early last year he came up with the idea of releasing one of his own.

He developed the idea with Barry and Col Williamson otherwise known as Amazon Systems. This it was that just before Christmas that Paul Daniels' Magic Adventure was released.

Paul demonstrated the game to me at some length. And it must be said that in

"I just walked into a computer shop and said to the man, "There's a thousand pounds. Sell me a computer"."



terms of other programs available these days, his game is no great shakes.

For a start, much of the program has been written in Basic, which means that despite the great length and loading time the actual adventure is pretty simple. And those parts of the game featuring moving graphics are some what primitive.

But as you might expect there are

some delightful touches of humor in the adventure. For example at the airport where you start off, you can pick up a toilet and give him the imagination to come to a halt and so on. However you're rewarded, not with a disc, but an electronic mail for Amazon Systems.

"The people I've watched playing the game keep bursting into laughter," said Paul. "That's the way it should be."

After you've advertised for a bit you should end up in a castle, whereupon the game switches into a simulation of reality.

There you begin a Magic Show which in fact consists of a couple of pretty non-paying tricks with some bells. Paul's great magic shows are a good deal more entertaining—and cheaper to get into!

At the end of it all, Paul's son, Martin, is whisked away on a flying carpet, and then kidnapped as a bold attempt to persuade you to buy part two of the game.

Paul himself is planning to do more games in the future.

"I think that the next one will be a lot more puzzling—and longer. But I don't have much time to spend on it at the moment—I'm a busy man. My people keep coming to interview me."

"What about the future of computer-games in general? Where does Daniels think it will all end?"

"I think it's reasonable that eventually the computer games will be interfaced with biological data, to give real 3D. This means you'll be able to play space invaders with all the little alien ships running round your sitting room."

"We can get the same effect today," he added quickly, "with a bottle of whiskey."

Paul Daniels' Magic Adventure is available from Amazon Systems, 29 Hillier Road, Avenue Gardens, London SW15, priced £29.95 for cassette or disk. A joystick is required.



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Colossal Adventure	9 95	InterPlay	Best of a series of huge adventures but only available
Alphascan 3000	5 50	Renegade	It's a version of Galaxypac

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SCREEN TEST

Each game in this section is carefully rated on six different points. Each rating is out of a maximum of 10.

Graphics and Sound are a measure of the extent to which that particular computer's capabilities have been exploited by the program.

Ease of Use covers the quality of the instructions and how easy it is to use the game's control keys. In an adventure game the helpfulness of the program's responses are taken into account.

To get a high **Originality** rating, a game must have a unique theme or unique features. In games like computer chess, this rating may be replaced by **Strength of Play**.

Learning Interest is a measure of the game's addictive quality or its ability to provide a continuing challenge.

Overall it takes into account all of the above and also the price of the game.

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GAME: ORBITALCRATE
MACHINE: SPECTRUM 48K
JOYSTICK: NO
CATEGORY: MAZE GAME
SUPPLIER: VISION GAMES
PRICE: £3.95

Arctic Christmas services must have been somewhat on the long side — this program is full of snow like Harko's journal, Frosty-pops, and the Qwerty quest of the title. These characters are the gods, some good, some bad that populate this maze game written by David Hoag.

The story goes like this: captured by henchmen and with your companions helpfully murdered, you are cast into Qwerty

crates' temple where Harkolopchik will give you a map and compass.

You must descend through the various levels, collecting health on the way in search of a map out. You may descend only only in the blue lifts (the black ones are unacceptably dangerous) and various health will appear to help or kill you.

You must hang on to the health because you will need to deal with the

GAME: HOPPER
MACHINE: SPECTRUM 16K
JOYSTICK: COMPSTERN
OPTIONAL
CATEGORY: ARCADE
SUPPLIER: PES
PRICE: £3.95

Hopping is what frogs do, so it's no surprise that Hopper is another screen of Progress. The object of all Progress games is to manoeuvre frogs across busy roads and dangerous rivers, without getting run over, eaten by crocodiles or otherwise terminally squashed.

In this version you have 50 frogs and the highway has six lanes. Traffic moves at different speeds in each lane, so that any gaps in the traffic are transient.

On the other side of the highway,

there is a railway where trains will around and generally at the most inconvenient of times they are allowed to pass.

Then there is the river where drifting logs and ferries can be hopped upon and crocodiles and drowning avoided.

If you manage all these, there are five suitably paid rewards. When they're full, the haramisqually escalate.

The frog can be moved with a Kempston joystick or with the keyboard, and the latter is actually easier since it

GAME: BARBERSHOP
MACHINE: 48K SPECTRUM
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: BAMES MACHINE LTD
PRICE: £3.95

Barbershop is presumably an arcade game with educational overtones — the cartoon entry shows a teacher and blackboard, and I suppose the game is designed to give very young children an idea of numbers and words. As such it is not altogether successful.

Barbershop features a character called Gordon and his dog, Flash (spelled?) Gordon stands on a ledge at the top of the screen and rolls hairpins down the central highway.

Pressing Space at the right moment allows the hairpin to drop into a set of drampaps (I'm afraid one to five).

At various times during the game it is possible to discover Gordon's dog peeping out from the right-hand corner. If you notice that you are about to miss your target, pressing D will send Flash scampering across the screen to retrieve the animal barrel and bring it back up the ladder for another go.

Wiping off the drampaps brings a

GAME: DIMENSION
RESTORERS
MACHINE: SPECTRUM 48K
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: ARTE
PRICE: £3.95

This one has an awfully unoriginal theme. You control a space ship and your aim is to destroy attacking alien craft before they hit you.

But don't switch off yet yet. The novelty here is that you're presented with a view from the cockpit and you're able to see the alien ships getting bigger

and flying closer towards you.

Now that I'll try of the tape. Damn, damn. Destruction isn't a bad effort, it takes a while to get used to, but you do eventually start to feel you're inside a space craft.

I found myself ducking once or twice when the attackers flew a bit close

PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT

GAME: VALHALLA
TYPE: ANIMATED ADVENTURE
MACHINE: SPECTRUM 48K
JOYSTICK: NO
SUPPLIER: LEGEND
PRICE: £14.95

It took the combination of characters which adopted a slightly different role each time the game was played.

Valhalla has all these features, but also shows the various characters on the screen doing the things described in the text.

If you enter the command **map on**, you will see the little stick figure (or, which is just) walk across to the forest.

Similarly fights between different characters are shown either in somewhat suggestive form.

Although this is extremely impressive it has meant a sharp reduction in the number of different actions a character can perform.

There's little more than moving, getting and dropping objects, eating and

drinking, opening chests or captives and attacking.

There isn't any climbing, leaping, running, shooting or trapping.

This doesn't mean to say Valhalla is simple. It's extremely complex mainly because there are 30 different characters involved each with a different personality.

The world is that of the Nordic legends and your task is to locate an magical object — a key, a ring, a shield, a sword or an axe and a helmet.

There are a number of different locations each of them shown in colour. Unfortunately many of the pictures look amateur and I preferred the beautiful line drawings featured in The Mole.

I think The Habit is also scores over

Valhalla is perhaps the most ambitious games program yet released for the Spectrum.

There opens a time we had ordinary text adventures. Then programmers began including graphics to illustrate the various locations. Now they began improving the text to add a new world mode of communication.

The World's best things a stage further



M • SPECTRUM • SPECTR

enormous that you'll want if you are lucky enough to escape.

Pressing 'M' gives a map, but this disappears each time it is used, so it must be consulted sparingly and the block of Ancient Lure will direct the characteristics of the various pods you meet on the way.

Graphics are good and colourful, and I enjoyed playing the game, without ever managing to reach the end. I re-

cently intend going back to test for another try.

Graphics	8
Sound	6
Ease of Use	6
Originality	7
Loading Interest	7
Overall	7

selects the rather high speed of hopping two lanes when you only wanted to hop one.

Little red life is a way to get run over by the back of a speeding car and once you're hit the road you can't hop back to the starting safe again.

As for sound effects there's frog croaks as well as some interesting musical themes - for some reason. Fun because it played if you drove in the water. But that's a shame - Wigger edit.

much in the way of obstacles it runs smoothly, and it has clear graphics. Anger has spawned many versions, and this one has frogg others. Hop out and have!

Graphics	7
Sound	6
Ease of Use	7
Originality	5
Loading Interest	6
Overall	7

books, and there are various riddles and other games included. The riddles are of the 'What has four legs in the morning, two at noon, and three at night?' variety, but there is no automatic answer as to whether they have been answered correctly or not.

Attention to detail is not all that it should be, either. Writer Russell Vincent has included a routine to speed up the rate report while playing the game, but this routine is operative even when

the user is invited to type in his/her name, which means that a very light touch is needed to avoid letters in printing.

For very young children only.

Graphics	6
Sound	6
Ease of Use	4
Originality	4
Loading Interest	4
Overall	4

overhead.

However, the amount of memory needed to simulate 3D imposes considerable constraints. The amazing craft or simple line drawings and you don't get anything like the variety of detail usually possible in 3D games.

Verdict? It's different, but I think you

could get bored with it fairly quickly.

Graphics	6
Sound	6
Ease of Use	6
Originality	8
Loading Interest	6
Overall	5

CG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT

Valhalla in the former's handling of language. Certainly Valhalla will accept some reasonably complex sentences such as 'ALL HELMS TO MARCH FOR AN ESCAPE OF REAR LANCEMANS AT 0400G'. But The Hobbit was even more impressive in this respect.

However, Valhalla gives more of the impression that it's being played on real time. If you don't do anything, other characters will - right below your eyes. So you can't afford to wait around for too long.

One word of warning, Valhalla is a difficult, demanding game - perhaps more so than other adventures. But if you're an experienced adventurer (and if you can afford the money) Valhalla will offer you many hours of novel and intriguing challenge.

Graphics	7
Sound	8
Ease of Use	8
Originality	10
Loading Interest	9
Overall	8



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SPRAWLED) ONE HOME...



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THE WRECK BUS -
DESTINATION
GHOST TOWN

THERE'S A LEGEND
HEREABOUTS THAT
SOMEWHERE IN TOWN
ARE THE CLUES TO
FIND THE MAP SHOW-
ING OLD JAMES MINE



NOT MUCH WATER IN
THESE PARTS A SHIP
COULD SINK OF THEM -
BEFORE STRIKING IT RICE



LEAVING THE BERRY
BEHIND, CHOPPED COPS
FOUNDED HIMSELF IN A
STRAWNED CANE...

FULL OF THE BONES -
PLAGE, PINES AND...
WATCH OUT! SOMEBODY'S
WENT A **CRUNCHER**!



LETTER STOP THE
FLASHING TIME -
DANCE - DANCE -
DANCE OFF - BUT YOU
DIT CRUNCHED!!



LYTLE DID THE LAUGHING
SHIRTS KNOW THAT ON THE
ISLAND HE HAD PROMISED
WALK TO BE FOUNDED A HOUSE
OF SUICIDE THREASER -
WITH A SACK OF FLOUR -

BACK TO SEA AT LAST

THE PEOPLE TO ASK
I THINK THE FOUNDED
DORRIS, HAS AND HAD
WOM ENOUGH KNOW
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SPECTRUM • SPECTRUM



NAME: GLESP TIME II
TYPE: ARCADE
MACHINE: SPECTRUM 16-BIT
JOYSTICK: ANY OPTICAL
SUPPLIER: SALAMANDER
PRICE: £3.95

You can get some idea of how far games progress have moved in the last couple of years when you realise that this game was regarded as a Vc 20 classic.

Salamander captured the rights from Jeff Minter to convert it to the Spectrum but frankly they would have bothered.

It's basically a simple shoot-em-up similar to *Comet* except that it's



NAME: TRACK
TYPE: ARCADE
MACHINE: SPECTRUM 48K
JOYSTICK: ANY OPTICAL
SUPPLIER: SALAMANDER
PRICE: £3.95

On the screen is a grid of rectangles, and your aim is to move a square ship around it.

Every time you complete four sides of a rectangle, it changes colour, and you have to change the whole of the grid.

Two things make this difficult. One is that it's quite hard to get the space ship to stop exactly at an intersection - and if



NAME: WILD WEST BIRD
MACHINE: SPECTRUM 48K
JOYSTICK: COMPATIBLE
OPTICAL
CATEGORY: ARCADE
SUPPLIER: TIMECAPS
SOFTWARE
PRICE: £3.95

Wild West Alamo has one of the best cover illustrations on any current game. It shows a freshly-landed cowboy blowing away with two tin snappers while a bundle of birds falls to a cactus in the sun-drenched desert.

It's a smooth picture, and it's a smooth game inside.

Machin' tools graphics techniques beam you into the centre of the screen, where you find yourself amidst randomly placed killer cacti and birds.



NAME: LE JEU
MACHINE: SPECTRUM 48K
JOYSTICK: NO
NAME CATEGORY: PUZZLE
SUPPLIER: VISION GAMES
PRICE: £3.95

First Street isn't the only place going big money every three days. *Vision* are putting aside 50p per game sold for the first person to solve *Le jeu*, a cerebral puzzle requiring nothing but logic.

On a grid of 10x10 you must place 18 different shapes so that the grid is full with no overlaps or gaps left.

The shapes are each marked with a



NAME: LEJAN JETMAN
MACHINE: SPECTRUM 48K
JOYSTICK: OPTICAL
CATEGORY: ARCADE
SUPPLIER: ULTIMATE
PRICE: £3.95

means you need no less than six keys to control him.

This is no mean feat unless you're already a jetpack expert or a joystick lover.

The game opens with jetman stranded on the surface of an airlessly moon with the remains of his rocket engine and bouncing at him from all directions.

His only place of safety is made by game buggs - but even that isn't safe for long because an alien base is preparing to launch a missile which will destroy the buggs and end the game.

The most controversial thing about *Jetman* is that the game's instructions give no edge of how to avoid this fate.

Certainly there's some interesting looking equipment lying around but all you are told is that you've lost your jetpack manual!

Ultimate obviously decided that you

PCG HIT * PCG HIT * PCG HIT * PCG HIT * PCG HIT * PCG HIT

Lejan Jetman is the follow-up to *Le jeu* and a highly successful jetpack - and the good news is that it's even better.

The game features smooth scrolling graphics, ingenious games design and a challenge that will last for months. As in the earlier game you control an unnamed specimen who can fire at aliens with his right and left hand or fly using his jetpack.

The specimens can also pick up objects such as bombs and get into objects such as his moon buggy - which



NO SPECTRUM • SPECTRUM

played on a grid with spaceshift instead of bags.

Certainly there's no shortage of fast action — if you stop hammering the fire button for more than a few seconds you've had it. But compared to today's state-of-the-art, multi-screen, multi-figures, multi-billy-must-not-miss-and-ultimate-strategy Gridbomber has

nothing to offer.

What's more, Selamander has also put up badly by failing to supply the game with instructions. You have to find the opening keys by trial and error, and unless you already understand the game, you'll have trouble making sense of what's happening.

Finally at 29.95, I think I'd have to

call it a rip-off.

CA

Graphics	4
Sound	4
Ease of Use	4
Originality	2
Loading/Insertion	4
Overall	3

you understand you have to start again. The other is you're being chased by bags.

Although the idea is extremely simple, the game — like *Demons Demolitor* — is extremely addictive. As you complete more and more of the grid, it becomes progressively easier to complete new boxes.

Leaving you on is the knowledge that if you reach the four corners of the grid you can turn tables on the bags and eat them.

Your progress is marked by a red circle, which unfortunately disappears or wiggles away you understand an instruction and have to reverse.

In all, a thoroughly enjoyable game —

but far more than a rip-off. I rank it as overpriced.

CA

Graphics	5
Sound	4
Ease of Use	6
Originality	3
Loading/Insertion	5
Overall	5

A better action is, probably than a normal action, taking you on contact, and benefits do the same.

The difference is that the coin slot still while the boards home in on you. Luckily the boards don't shoot, while you can shoot in the direction of enemies including diagonally and you can go shooting even when you stop.

Movement is by keyboard or Nintendo joystick. You have three lives and an extra gun every 10,000 points after

25,000 which is moderately difficult to reach.

The game is similar to *Spectrum*, as viewed in this issue, both being variations on the arcade game *Robotron*.

Wild West Man offers an variation in the waves of boards it jets against you, while *Spectrum's* board waves of robots, and the scoring system is less exotic.

However, the graphics are good, the game plays hot, and it's easy to play. It

probably boils down to a matter of taste — is it robots or boards that you want to cut down?

WD

Graphics	7
Sound	6
Ease of Use	5
Originality	3
Loading/Insertion	7
Overall	5

letter and can be rotated before being placed. They can also be removed from the grid again if necessary.

The concept is so simple it is wonder the program needs a title manual.

The instructions make it easy to understand and execute. Naturally the solution soon seems impossible. It's probably easier to write another prog-

ram to solve it or else cut the shapes out of paper and do it on the floor.

Because tugging to make letters wobble is fun, and they'll probably wonder whether to clean the money straight away or to risk holding out, all sorts have been sold and the money goes up.

Even when the money's gone, the clarity and simplicity of Logic will

absorb puzzle fans, despite catering for an obscure taste.

WD

Graphics	5
Sound	3
Ease of Use	6
Originality	6
Loading/Insertion	5
Overall	6

HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT

would get more satisfaction working out for yourself what you're supposed to do, but I think they may have missed that.

If in the case of the many people who would otherwise be extremely frustrated by the game, I will reveal what I think the experience manual would have said. IF YOU DON'T WANT TO KNOW STOP READING!

The boards, pretty obvious. If you can drop on to an already one, you'll destroy it. Only if visible to you exactly can I have enough time or fuel to simply fly to an already being carrying it!

That's when the teleporter comes in. There are two of these and if you enter one of them, you automatically teleport to the other.

The idea is to place them a long way apart and then there's a good chance that one of them will be reasonably near the base.

The money buggy is fun, easy and can be used for transporting boards or teleporters — just drop them on to it. Unfortunately, the buggy can't cross corners or the money's useless unless you bridge them.

You can get a specially refueled supply of bridging units and fuel top up from the money buggy.

The detachable weapons system looks like a neat feature, but is actually something of a real bummer. You can drop it on to the money buggy and then score a few points by shooting them and rocket performance.

But the weapons system can help you to actually destroy main bases so you'd like to see it adapt to other things.

One sensible strategy to adopt in this part the boards on the money buggy and drop a to the nearest teleporter. Use just, and then move the second telepor-

ter as far as you can — without running out of fuel!

If you load an alien base, to teleport back to collect the boards, and you're in business.

Of course, if you do manage to destroy an alien base, your troubles have only started. Your actions will have released a wave of aliens to attack you, and a new alien base will be created.

I'm told that aliens in the final stages of the game do nasty things like steal your teleports. That's a job (I assume I look forward to experiencing them) that you just probably?

CA

Graphics	10
Sound	7
Ease of Use	7
Originality	10
Loading/Insertion	9
Overall	9

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SPECTRUM • SPECTRUM



GAME: CERBERUS OF CYBER MACHINE • 48K SPECTRUM
JOYSTICK: OPTIONAL
CATEGORY: STRATEGY
SUPPLIER: NEW GENERATION SOFTWARE
PRICE: £5.95

The object of the game is to penetrate a 3D corridor circular maze, break the code of the Game computer — also known as the Brain — and escape from the maze with your life.

You are presented with a 3D view of the maze with clues to your left and right and a perspective view of the circular corridor.

Progress through the maze is hindered by two things:

First the Brain opens and closes doors to slow you down and second a 'bomb' resets the maze looking for you. A logical 4 × 4 Power-like creature with a big nose who is there to protect the Brain.

Your only aid is your ESP, which allows you to find the door codes that your ESP power fades as you approach the code, and each time you are caught and imprisoned.

If you manage to reach corridor 32 you are contacted with the Game

computer and must break the code as provided. This is critical and while you are frantically trying out numbers the legal is closing itself to make your escape harder.

On your breaking the code the computer is destroyed but not before it revitalises your ESP by giving you the knowledge of the universe.

The 3D graphics are up to New Generation's usual high standard and the sound is also very well used.

But I would say that the game lacks the sort of wowness which has made games like *Arkanoid* and *Manic Miner* such big hits. **8/10**

Graphics	9
Sound	6
Ease of Use	5
Originality	7
Learning Interest	3
Overall	5



GAME: POOL
MACHINE: 16-48K SPECTRUM
JOYSTICK: NO
CATEGORY: SIMULATION
SUPPLIER: CBS MICRO SYSTEMS
PRICE: £5.95

At first glance, Pool may not be the most likely candidate for a Spectrum implementation, but this package survives the transition from mainframe fitted hardware to home computers in a fine style.

Surprisingly, CBS has not attempted a full duplication of the game's rules. In this version there are but three red and three blue balls to be pocketed — but they pocketing any of those stripes and spots on the Spectrum screen would hardly have been an easy task.

In fact the rules are considerably simplified. The object of the exercise is simply to pot each of the six balls in as few shots as possible.

As each visit to the table, the display shows the number of shots remaining to you. This starts at three, and decreases by one each time you fail to pot a ball.

If the shots remaining indicator reaches zero — or if you sink the cue ball or if you miss one of the object balls

entirely a foul shot is called, and you lose one of your four lives.

Pocket all six balls, and you move on to the next frame — but from the third frame onwards you get only two shots per ball.

You may vary the speed of each shot from a gentle nudge to a full-blooded whack which will send the ball careening off all the cushions.

I was extremely impressed with CBS Pool. It is obvious that a lot of thought went into the planning of the game; the graphics are very realistic, and most important of all, it's totally compelling to play. **9/10**

Graphics	8
Sound	6
Ease of Use	6
Originality	7
Learning Interest	9
Overall	8



GAME: GREAT TRAIN
MACHINE: SPECTRUM 48K
JOYSTICK: NO
CATEGORY: ADVENTURE
SUPPLIER: VISION GAMES
PRICE: £5.95

Set in an American town that was abandoned after the California gold rush, *Great Train* is an adventure in which your task is to find a deserted gold mine and return to mine with the contents.

But before you set off, you will need various items of equipment that are scattered about the town. Computers are entered in one of three formats: two word sentences (such as: 'Get coal' and 'Go to' single words (such as: 'Inventory'), or letters (A B).

If the console only had not included a screen picture, I would probably not have known that this was a graphics adventure.

There is a short machine code system that enables drawings to be done in the background colour and displayed in

stantly on completion. This does seem to work as well as my review copy and most of the locations were represented by a blank screen.

It is a mainly basic program and although some simple protection devices are used it's quite easy to break into it to see how it works — despite the warning in the listing that *EXPERIENCED USERS ONLY*. **5/10**

Graphics	3
Sound	2
Ease of Use	4
Originality	6
Learning Interest	5
Overall	3

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GAME: MEATY KONG
MACHINE: SPECTRUM GEN
JOYSTICK: KEMPSTON
OPTIMAL
CATEGORY: ACADE
SUPPLIER: PPS
PRICE: £3.95

Kong Kong is alive and well and here you get at least two variants of Gandy Kong for the Spectrum. Always one with a taste for a certain sort of woman, Kong has trapped one called Jane and it's your mission to toggle her and rescue her.

Jane is well dressed, she's much standing at the top of each of three screens waiting for you to cross the obstacle course, which begins at the bottom.

The first screen is one involving led detour-avoiding garden. Red barriers roll out and drop from one level to the next when they feel like it, and can be avoided if they're coming your way by jumping.

This is done with the fire button on the Kempston. The water goes for a relatively lethal rainfall.

If you make it to Jane, there's a second screen involving conveyor belts with pins on them. The pins are probably well past the date stamp and are also deadly

The third and final screen involves Jane trying to catch and flip to make you fall, but if it's completed it's Kong who takes the tumble.

With three levels it's not impossible to complete the game and still win a nice bonus and it's fun trying. Gandy's control isn't unexciting but gives such an iconic Master skill for more serious students.

Meaty Kong does have striking aspects — the incessant playing of the kazoo sounds every time a life is lost, for example, or the difficulty in positioning your man at the right spot beneath a ladder (by hand).

	50
Graphics	4
Sound	2
Ease of Use	7
Originality	6
Learning Interest	5
Overall	4



GAME: LEFT
MACHINE: SPECTRUM GEN
JOYSTICK: NO
CATEGORY: STRATEGY
SUPPLIER: VIDEO GAMES
PRICE: £3.95

After the colourful loading screen, the first thing you notice, on loading Left is the enhanced computer style character set complete with the obligatory spell system.

You have a choice of five levels and must decide between playing the easy version and the more game. Do this and a map appears showing your position in a chimney surrounded by flames. Most fun to say you're lost, and with food and water for only five days you must set off in search of a settlement and rescue.

You may add to your stock of food and water by drinking from the rivers, by storing any of the food items that you can get right off by using a whip to convert any poisonous water into calories. It'll save you, so it can well be said,

even in which to shelter until the birds and prey. You'll die of exposure otherwise.

The screen shows a map of your movements and you control these via the cursor keys.

Average is the word that springs to mind with this offering — it's competent by design but just not exciting. Vague signals to mention that the roots, as direction is needed for loading — why not include a short basic loader? **SM**

Graphics	7
Sound	3
Ease of Use	5
Originality	7
Learning Interest	5
Overall	5



GAME: ANT ATTACK
MACHINE: GEN SPECTRUM
JOYSTICK: NO
CATEGORY: ACTION
SUPPLIER: QUICKLYVA
PRICE: £4.95

the city in which all the action takes place.

For example, if you move your man behind a building, he disappears from view, and to see what's going on you have to select a different scanner. You have a total of four scanners, all of which depict the same part of the city but from different angles.

It's not advisable to leave your man out of sight, because the only respite is by various items which have nothing better than matching flesh.

Your mission is to rescue a number of trapped demands in distress, although to protect themselves from the occasional of sexual typocasting. QuickSave allows you the option of how any logs saved.

You find the trapped persons by using a direction indicator, which turns green when you're moving in the right direction, and red when you're not.

To avoid being discovered, you must either stay above ground level where the

ants can't reach you, or use grenades to destroy them.

Visible is to three 4, provide you must choose from four different buttons, one each for four different directions. If you add to these four buttons the four direction control buttons, and the four save buttons, you need the skills of a touch typist just to stop this.

Another thing that greatly annoyed me was the fact that we played wherever you find a demand, it can be a no-death. They really can't be played.

Still, if you're prepared to put in the work necessary to master the controls, Ant Attack allows you an original and challenging experience. **CA**

Graphics	6
Sound	3
Ease of Use	3
Originality	10
Learning Interest	6
Overall	7

The most impressive thing about Ant Attack is the scrolling 3D depiction of

Not all home computers stay at home.

The BBC Micro is the ideal family computer—simple to operate, yet fast, powerful, with enormous potential.

But it's nice to know, when you buy one for your home, that the business, educational and scientific worlds agree with your choice.

Here are a few stories to illustrate how the BBC Micro gets out and about. And one to remind you how helpful it can be when it stays at home.

A practical lesson in business admin.

The contribution of the BBC Micro in the classroom has long been recognised at Perins Community School in Hampshire.

The School has 12 BBC Micros used extensively across the syllabus; in fact some pupils are using them to study for their GCE O Levels in computing.

One of the programs available to Perins teachers

such as David Beek, pictured below with his class, is "Newsagent."

This program contains all the necessary information for the class to run a newsagent's shop, allowing them to organise daily deliveries, make up bills and keep an eye on stock control and ordering.

It's a nice example of how the BBC Micro can be used not only to acquaint a class with the language of computers, but also with some of the realities of the community in which they live.

Correcting Jodrell Bank.

The BBC Micro is a familiar worker around Jodrell Bank.

You'll find it in the reception area explaining the workings of a radio telescope to visitors, for example.

But it's also been helping in a more testing task: to improve the performance of the Delford telescope.

In this application it has been used to make calculations necessary to determine the precise parabolic shape of the dish.

Theodolites are used to do the measuring—then the BBC Micro works out the necessary corrections.



The end of the scroll.

If any of you have noticed how much easier it is to read and understand labels on drugs and medicines these days, then you can most probably thank the BBC Micro. John Richardson, a Preston pharmacist, was first to realise how a micro with a suitable printer could produce labels that were accurate and legible and which could include, automatically, such information as drug reaction warnings.

At the same time it could record drug usage for better stock control.

He chose the BBC Micro for its versatility and potential for expansion.

John Richardson believes that this system will be recognised as standard in the profession and be used in hospitals, health centres and pharmacies throughout the UK.

Meanwhile back at home.

Dr & Mrs Yarwood bought a BBC Micro as a birthday present for their 12 year old daughter.

programs. Mrs. Yarwood is particularly proud of one program she has compiled to help teach her daughter French vocabulary.

They all agree that although the Micro is fast and powerful enough to be at home in Jodrell Bank,

it is also the ideal computer at the Yarwood home: simple to set up (virtually any TV set and cassette player is all you need) and simple to use.



All this for only £399.

The BBC Micro comes with a comprehensive, step-by-step User Guide which introduces you to your micro and shows you how to construct useful programs of your own.

You will also receive a free "Welcome" cassette which contains 15 different programs for you to experiment with, ranging from music and graphics to games like Kingdom and Bat 'n' Ball.

The BBC Micro is available from WH Smith Computer Shops, Boots, John Lewis and local Acorn stockists.

Alternatively if you would like to order one with your credit card or if you want the address of your nearest supplier just phone 04-200 0200 or 0933-79300.



However, it quite quickly became common property.

All three can now write their own

The BBC Microcomputer System.

Designed, produced and distributed by Acorn Computers Limited.

SPECTRUM • SPECTRUM



GAME: RAINBOW
MACHINE: SPECTRUM 48K
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: QUENCHILYA
PRICE: £1.95

Rainbow has led us from space on to the surface of a very strange planet which is covered with coloured rocks, mushrooms and vegetation. We discover that we can almost fly, and while jumping about the surface falls into a deep cavern and lands on the bottom, unharmed.

It's your job to see that Rainbow gets



GAME: ANGLER
MACHINE: SPECTRUM 48K
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: YOUNG MANES
PRICE: £1.95

costs but later into a sea swimming with fish of various sizes.

The object of the game is simply to catch as many fish as possible while trying to avoid crabs, which will eat the catch given half a chance. Controls are simple — keys 3 and 8 move the boat from side to side, and any other key will cast the line.

Fish are caught by automatically the line so that the hook appears just in front of the target, but catching anything other seems to be more luck than judgement.



GAME: RULER
MACHINE: SPECTRUM 48K
JOYSTICK: NO
GAME CATEGORY: ARCADE
SUPPLIER: YOUNG MANES
PRICE: £1.95

on the roads of a country in the UK is about ten miles.

The first rule is a peculiar one: You're dropped into the country about a line of coordinates provided by the Minister.

By moving your left and right as you descend, you may land on a lake (different coloured lakes being worth different points). Once on a lake it's all down the road, avoiding the areas hallogas possible.

The game ends when you either en-



GAME: SPECTRUM
MACHINE: SPECTRUM 48K
JOYSTICK: NO
GAME CATEGORY: ARCADE
SUPPLIER: YOUNG MANES
PRICE: £1.95

Players of Ruler will be taken for a ride in most ways than one. It is hidden on the premise that as a Ruler spend your mission is to find the location of more

action takes place, lightly peppered with electric shocks that can irritate you on a rainy day. Spectrum's can be moved only by the keyboard, but the keys are well chosen and movement produces fire in the direction of motion, including its reversal.

There are four sorts of enemy androids other you, starting with the red enemies, whose one object is to head for you and destroy one of your three lives-on-a-stick.

The first wave has 10 of these and must appear on each successive level. A few waves get green robots appear.



If machines had emotions, the robot in Spectrum would have a permanent complex. Spectrum's essentially the name of the robot that you control in this fast-moving descendant of the arcade game Boreas.

The screen shows the area where the

PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • G

GAME: THE STREAM
TYPE: ARCADE
MACHINE: SPECTRUM 48K
JOYSTICK: OPTIONAL
SUPPLIER: FANTASY
PRICE: £1.95

At each level you start under an arch from a different type of alien — so it's 25 games in one.

Actually it's more than that. The authors have arranged that each time you descend a level you have a choice of two rooms, 10 miles, each containing a different species of enemy.

So you can game across different enemies every time you play — up to a total of 60 types. Quite enough to maintain your interest for a month or two. Great.





IN • SPECTRUM • SPECTRUM • SPECTRUM

back to the top of by making him jump from ledge to ledge, and if that isn't enough, there is a yellow flying monster which is determined to eat Slogoslo at the first opportunity.

To guide Slogoslo, you have control over which way he jumps, left or right, and the strength with which he does so. The method of scoring is by getting the

fish out of the ocean in the shortest possible time.

You can scroll the picture in four directions to see what you are going to jump to. It was funny to see Slogoslo stop in mid-air as the screen was being updated, although this was easy-fast and didn't make the game look bad.

If you like a challenge, here's one for

the patient though. It's not that easy to get back to the top! **GD**

Graphics	4
Sound	4
Ease of Use	4
Originality	4
Loading/Interest	6
Overall	7

man (back to a fairly easy to life I guess). The fish are well made, the bottom only of them are so fish, underparts of it at the moment of eating.

It makes a couple, it will immediately begin eating top fish as the food. This may be matched only by catching one of the much larger tube shaped bottom dwelling fish - but care must be taken to avoid landing one of the larger creatures. Do this and the game ends in disaster.

All in all it's a bit like the nursery

rhyme about the old woman who swallowed a fly - catch the wrong thing and you have to continue fishing until you catch a fish that can deal with the problem.

You have 100 lives in which to catch as many fish - and hence score as many points - as possible. Presentation of the game is keeping with Verano's packaging policy, is good with a full of Funco and may be printed out on the ZX printer, but the graphics and sound can only be described as adequate.

There are various levels of difficulty to determine how close a fish must be to the back before it is caught, but even at the highest level I can't imagine that this game will hold the attention for too long. **SM**

Graphics	4
Sound	3
Ease of Use	8
Originality	7
Loading/Interest	3
Overall	5

glide to a more or less circular ball.

There is a bit of boulder to this game starting with a ridiculous scoring system.

Landing one ball gets anywhere from 10 to 100 odd points. Landing on a red ball which can take six weeks only 10 points means a brilliant ride score for less than casting a good like an instantly.

Another thing is that the location of mines and boulders is the same every time and soon becomes familiar to

programming terms, the *Advanced Language* is involved.

Raider is brought to you by the same programming team the *Friday* game. Like that game, Raider has a quirky flow, and one of its two bugs is remarkably like *Warrior* (see *Sizing* - something left and right towards obstacles).

This is a really good theme so it's probably coincidental that the best game of *Yomp* and *Raider* are available with more charm and atmosphere on *Warrior*'s Holiday.

However to be fast, Raider offers seven speed levels and a scoreboard for up to five players, which *Warrior* lacks.

Perhaps these will go down well as the tracks. **WD**

Graphics	4
Sound	4
Ease of Use	7
Originality	7
Loading/Interest	3
Overall	3

when like someone's bar quacker.

Both have a habit of gaining a level you as you then making come over moment possible when you turn back.

On higher levels you'll meet laser chess attacking birds who launch missile shaped like two *Crosses*, which have a *crayon*.

Really strange bird feet of electronic - looking and almost impossible. Images of *Acorn* get their line from to be the most of *Sanctus* Ra'ward.

All four hypertext by some 10

There are 9 skill levels all in all, each starting 10 waves above the last. Getting through every wave which is every meter, but by wave 10 their weight of numbers takes to 100.

Thereafter, you could blast your way right through to wave 99, but that's a pretty tall order. The waves come on thick and fast, the enemy molecules multiplying like beetles in a flowering stem.

After each wave you score a percentage on screen. Apart from points per kill, there is a big potential time bonus to well over 2000000,000,000.

The calculation of the bonuses is accompanied by sounds like a cased electronic cash register during a Harrods sale. Then the next wave is there and before long it's time on you.

Perhaps it is still time and challenge, up as games come, and is of the entire quality. **MD**

Graphics	5
Sound	5
Ease of Use	5
Originality	4
Loading/Interest	5
Overall	7

PG HIT * PGG HIT * PGG HIT * PGG HIT * PGG HIT * PGG HIT * PGG HIT * PGG HIT

The game works like this, in each chamber you shoot up as many things as you can. When you've topped a certain number, a special appears which you have to collect and drop through a hole hole.

After you've done this allow time, the level is over and you can pass through it into the next level. The laser you manage to complete a room the more points you get.

The game plays very well. It features smooth graphics and all the items are

exactly arranged. For example, the last wave consists of 2000 as with *Baroque*.

Fantasy Software have tried to add to the game's attraction by including a numerical puzzle to be solved. At each level you may be given a number.

If you put these clues together you're supposed to be able to work out what number is at the bottom level and hence discover the Message of Life.

Fantasy have also built codes into the programs to enable them to re-try high-

score of 100. Every six months they plan to publish a lot of the top thousand highest scores.

So it all adds up to a game you could spend a great deal of time playing it thoroughly recommended. **CA**

Graphics	8
Sound	8
Ease of Use	7
Originality	8
Loading/Interest	10
Overall	9

CONGRATULATIONS!

MARK LUCAS

Winner of the 1983

Cambridge Award

a highly original

WAR GAME

BATTLE 1917



Wargames of Battle 1917 are played on a board of 32 squares of the ground. Tanks and other units move across the 25 squares making a noisy, and often futile, attack on the King. The map is divided into the chess as it is the game. Now the game will open another level of play and it will take the computer age to answer to those who have been from all good computer games.



Cass Computer Simulations Ltd, 18 Langton Way, London SE3 7TL.



SPECTRUM • SPECTRUM



GAME: DOMINOS
MACHINE: SPECTRUM 16-BIT
JOYSTICK: NO
CATEGORY: PAST-TIME
SUPPLIER: PHIPPS ASSOCIATES
PRICE: £4.95

This cassette contains two versions of the old pub game — the 485, rule allows the computer to play a longer game. Player and computer are each dealt eight dominoes and simply take it in turns to lay one down, putting up with any tiles that have already been played.

The colours are a bit garish — all fading yellows and blacks on a green background — and space restrictions mean that you don't get to see all the dominoes, simply the ones at each end of the line with the rest depicted as a meagre rectangle.

The score is calculated by adding together the values of the dominoes at each end then dividing by five and three. Thus playing a five wins brings a four at the other end will score three (one divided by three).

Boots that are not desirable by either five or three do not count at all and 12 is taken as the winning total, which means that several complete sets must be played. Winning consists of trying to play all your dominoes while restricting your opponent to low scoring pieces.

It must be said that the computer does not play a very good game — so fast, I could lose to it only by deliberately playing low scoring pieces — but even so it is fun to play and a change from the usual arcade games.

Graphics	3
Sound	3
Ease of Use	6
Strength of Play	3
Loading/Unloading	4
Overall	3



GAME: 30 STRATEGY
MACHINE: SPECTRUM 16-BIT
JOYSTICK: NO
GAME CATEGORY: STRATEGY
SUPPLIER: SMITH SILVA
PRICE: £4.95

Described as a 'wits development' mind game, 30 Strategy is really rough and precise, but thought and cunning played on a 4 x 4 grid with a line of four instead of three needed to win.

The instructions do their best to make you feel that as a man/human you have absolutely no chance of winning, and indeed I found it almost impossible to concentrate on all the possible moves.

It is a very tough to spot the winning line as one level but diagonal lines across four levels are another matter.

The board is displayed as four steps one 4 x 4 matrices and player and computer take it in turns to place a piece. There are two possible styles of play — SAC plays an active, risky game while PDS goes a deep strategic style.

There are two on-screen keyboards, chess style, and here hints may be set

for each individual move or for the game as a whole. There are four skill levels and no save play mode in which you can watch the computer play itself.

The best move so far is displayed at all times and there is a 'Pause' key for when the going gets too tough and your eye will not stand to see the computer dematerialise.

Instructions are good, the screen play is clear enough and response times are very fast. Not particularly original but well implemented.

Graphics	3
Sound	2
Ease of Use	6
Strength of Play	3
Loading/Unloading	4
Overall	3



GAME: MR WIMP
MACHINE: SPECTRUM 48K
JOYSTICK: OPTIONAL
CATEGORY: A-SCALE
SUPPLIER: 8-CLEAN
PRICE: £5.95

A certain hamburger manufacturer may make the greatest burgers under the sun but Oscar's game of Mr Wimp is certainly one of the greatest games on the Spectrum.

As player you take on the role of an oversized Mr Wimp whose only aim in life is to manufacture as many hamburger joints as possible. You perform this task by collecting a tray from a serving hatch on the left hand side of the screen and then moving to the right hand hatch to collect the ingredients.

This is just as easy as it sounds since a character named Wally is out to rack whatever you are carrying (perhaps Wally is one of those teenage hooligans we read about in the papers).

To make it even harder, you have to avoid the moving machines. Quite what moving machines are doing is a damn large story. I got quite sure that they do get you, rather annoyed when your fat man has just fallen into one.

If you manage to complete a burger Mr Wimp's name becomes two.

Now Mr Wimp has to walk, the Wimp burger is walking over the top of the ingredients, and by making them fall onto the trays at the base of the screen, Mr Wimp's enemies are the level and the kitchen robots. See Ben Catty Pig, Sam House and Tom Pickle.

If there is no way past the machine Mr Wimp can use up one of his three paper pots which will enable him to get past the robot. By pecking up burger joints, see cream or a cup of coffee, Mr Wimp gets an extra paper pot.

Oscar have got a winner with Mr Wimp with smooth graphics and its cultist sound (including the Wimp in the Home of the Hamburger tune) and it will give many hours of fun.

Graphics	6
Sound	7
Ease of Use	6
Originality	6
Loading/Unloading	6
Overall	6

ORIC • ORIC • ORIC • ORIC

GAME: WYABERS
MACHINE: ORIC 16-48K
JOYSTICK: NR
CATEGORY: ARCADE
SUPPLIER: ARCADIA
PRICE: £5.50

Araders are now available on the Oric in a colourful but unimproved translation from the main original.

It has to be said that this the simplest and most amateur of games, and holds a certain computer education for those with nothing better to do.

Although the action is not particularly

fast (neither was the original), the game is made a lot harder by the use of your spaceship which is almost as weak as the bullets you have behind, and by the fact that you can't move and fire at the same time.

When the invaders get really close these restrictions assume fatal dimensions.

GAME: ULTIMA ZONE
MACHINE: ORIC 16-48K
JOYSTICK: NR
CATEGORY: ARCADE
SUPPLIER: FANSOFT
PRICE: £5.50

Ultima Zone is basically a gamepack for the Oric, with three games on offer and although each one is colourfully and musically presented, none will have you reaching for the keyboard with much enthusiasm.

First on to the screen is Battleground in which you blast away at the Walkers and avoid the bouncing Bombs. This game is the best of the three, but that isn't much of a recommendation.

The Walkers were presumably named for their speed, and are not only

slow but also rather large. Shooting them is about as difficult and as interesting as tracking on your own box.

However, if you are truly smart you can get yourself a shield by pressing the down key which makes you invulnerable to everything the screen has to offer.

The second game is called The Trap and if you thought the Walkers were slow, in this game the targets don't move at all. Your task is to manoeuvre a second ship up and down the screen by

GAME: MIBBERGAI MANIA
MACHINE: ORIC 16-48K
JOYSTICK: NR
CATEGORY: ARCADE
SUPPLIER: ARCADIA
PRICE: £5.50

Mibbergai Mania is a maze, and, of, and is one of the better adaptations of Caveside available for the home market.

Your task - just in case you didn't know - is to blast everything in sight which in this version includes not a single spider, and unfortunately pacifists as they dance up and down a screen filled with mushrooms.

If there's nothing around to kill you can take a rest on the large, powdered yeast, thus, destroying all known life

forms, your score will plummet to its crest.

In this version you select one of two, player guns and adjust the shell level (3 to 9) before you start - the higher the level the faster the action. Your bag, Mibber gains up at the bottom corner of the screen and moving left, right up and down is done by pressing the appropriate arrow keys, so there's no problem remembering which ones to use.

The firing system is unusual - there's no single shot option; you just press the

GAME: HILLER CAYENS
MACHINE: ORIC 16-48K
JOYSTICK: NR
CATEGORY: ARCADE
ARTIST: NE
SUPPLIER: YONGIN
PRICE: £5.50

Yah! That's my reaction after playing Hiller Cayens from Virgin Software.

The game is so bad in so many respects it amazes me how Virgin could have released such rubbish! If this is what's called games software then we all have a chance to make a fortune.

The scenario is this: helples Harold is alone in a cave in search of treasure. To get it, he has to travel through the caverns collecting - one by one - 17 precious beads.

There are three such as a snake in a

box, falling rocks, a flying mouse, the cavern of uppers, and a giant. Thing which will randomly try to kill you as you travel through the caverns.

This sounds like a first, only the game is loaded and run, disappointment sets in. The caverns are a green area for the floor and a blue area for the walls, with brown, which yellow stripes (for stick-to-it) being.

Harold is a small character which you move left or right by using the space keys.

PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT

GAME: ZORPERS AVERAGE
MACHINE: ORIC 48K
JOYSTICK: NR
CATEGORY: ARCADE
SUPPLIER: IAN SOFTWARE
PRICE: £5.50

Can make Zorpers' Castle and Plaza, Princess Bix.

In three of these missions you control an Ianer Niver, an animated figure who can walk about and jump on to moving platforms, or if in one mission into the air to catch hold of some beatifully animated birds.

The odd birds will then carry aloft the animated figure to help him complete his task.

The fourth mission is essentially a simple space shoot-out and is poor in comparison with the rest of the game.

As the beginning, you are invited to

act the staff and volume levels on a scale of one to nine. The object of each mission is to remove one of four magic stones, and the one you start with is diminished as needed.

If you fail, you can have another go, or decide to up your rock showtime. You only have three lives and each the completion of the space scenes, none of these missions is a 100% to complete.

During your travels you encounter various levels spiders and a couple of monsters - all excellently controlled and animated, and all attempting to put an end to one of your three lives.

The action of Zorpers' Average takes place through some of the best graphics available for the Oric. You are given four missions to complete, and on successful completion of all four, you



RC • ORIC • ORIC • ORIC • ORIC

ware, and you lose one of your three lives. As the bluffs on the cassette points out, there are games you just can't win.

But if I'm going to end up losing every time, I want to have fun while doing it.

The reason is a little too unfocused and the things I like too much to be really enjoyable. **BC**

Graphics	3
Sound	4
Ease of Use	4
Originality	9
Learning Interest	5
Overall	2

shooting at its control panel, and then activating satellites in the same way.

If you've managed to get it in the right place on the screen, it will then destroy the targets. If the sounds of defeat don't worry it too.

The final game, *Oric's Runner*, is no better — you're scaled down to the size of Frogger with a small space ship instead of a frog, and not enough obstacles to make it interesting.

As your score goes higher, the action of all three games speeds up, but by this

time you will have started playing some thought.

Oric's Zax is a possible buy for small children with no arcade experience, but at £1.50 it should be avoided by everyone else. **BC**

Graphics	3
Sound	4
Ease of Use	4
Originality	1
Learning Interest	1
Overall	2

space bar and your gun will blast away continuously until you press the space bar again, whereupon it falls silent.

Concentration here means you can spend your brief controls concentrating on the movement keys, which is something of an advantage, but the action is fast enough to stop the game getting too turgid.

Each time you lose one of your six bullets you start again in the centre, which can be risky if the program decides a splode should start in the same

place. But apart from the occasional annoyance, *Missroom* *Mixtur* remains one of the better games currently available for the Oric. **BC**

Graphics	6
Sound	7
Ease of Use	4
Originality	9
Learning Interest	7
Overall	7

The graphics in this game are terrible — especially for those equipped with no sound reproduction whatsoever.

The package also has its number of bugs. Standing next to a falling plane will not result in it not being displayed properly. Walking into a new screen would sometimes lose a life for no apparent reason and so on.

Even if the graphics were improved and the bugs fixed, *Killer Carvers* would still not offer much. There is no fun in endlessly pressing an arrow key

hoping you don't get randomly killed. I can do a service to Oric owners by recommending that you avoid this game at all costs — especially your own. **DN**

Graphics	1
Sound	0
Ease of Use	2
Originality	4
Learning Interest	7
Overall	1

PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT

Success in *Oric's 8 Run* might be large if a matter of knowing when to jump and when to run. Unfortunately, once you have mastered this the game loses some of its appeal, but mystery does not come easy and developing it is a lot of fun. Recommended. **BC**

Graphics	0
Sound	0
Ease of Use	4
Originality	0
Learning Interest	7
Overall	0



Ever bought a game that's not as good as its box?

Everybody has seen the home computer game packs that sparkle with imaginative colour and graphics, and lure buyers into the store.

Sadly, some who have bought have found that the game sparkled less than the box. For, as more and more companies jump on the home computer bandwagon, it becomes ever more likely that most of the imagination and excitement is concentrated in the packaging. Instead of playing a fast game, you lose a fast buck. Or, more likely, several.

Yet games have become increasingly sophisticated. Scenarios are more varied, levels of play have been increased, and high resolution colour graphics capabilities are being used together with dramatically improved sound effects. The trick is to know which games are as good on screen as they are on the box.

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GAME: DEATH WISH OF SPINE
MACHINE: SEGA 32X
JOYSTICK: NECESSARY
CATEGORY: ACTION
ARTIST: TUBE
SUPPLIER: PHOENIX SOFTWARE
PRICE: \$9.99

All visual adventures as a pack together is hard to do new ideas, but Phoenix's latest one is designed to appeal to fans of both camps. In this case you must get through the action game before you can witness the adventure.

Lunar Lander is the action, but it's an impressive version of it. You must run



GAME: CEMETERY COPS
RIDDING
MACHINE: SEGA 32X
JOYSTICK: YES
CATEGORY: ACTION
SUPPLIER: MICROREAL
PRICE: \$9.99

You don't need the deductive powers of Sherlock Holmes to guess that Cemetery Cops Digging is one of those games where you have to climb ladders and beat monsters on the head.

These familiar activities are, unfortunately, not very exciting in Microreal's version.

The graphics are rudimentary, and the monsters are exactly a collection of blue



GAME: KEYS OF THE WIZARD
RIDDING
MACHINE: SEGA 32X
JOYSTICK: NO
CATEGORY: ACTION
SUPPLIER: MICROREAL
PRICE: \$9.99

Keys of the Wizard is a superior adventure for the Dragon, with three levels of play ranging from beginner to expert. It would be advisable to lower level three until your annual holidays, since it can take up to 16 hours of playing.

The object of the game might seem familiar and dreary as you hunt for a number of treasures and save



GAME: TRAABYLTIARIAN TOWER
MACHINE: SEGA 32X
JOYSTICK: NO
CATEGORY: ADVENTURE
SUPPLIER: SOCCER SOFTWARE
SOFTWARE
PRICE: \$4.99

Count Downside's castle is the setting for this ghostly graphic adventure. Is it you must find your way through the bones of the castle, bring the Count off and then steal the treasure.

You start at the dungeon — and move up floor by floor — and each floor has 300 rooms. Some rooms are dead ends, and the game is basically a maze.

The instructions are clear and type, and on the console, only in case you



GAME: EMPIRE
MACHINE: SEGA 32X
JOYSTICK: NO
CATEGORY: STRATEGY
SUPPLIER: SHANE'S SOFTWARE
PRICE: \$4.99

Based on the Diplomacy type of board game, Empire challenges you to dominate the world. The world is split up in 24 divided up in 24 continents and 30 coast lines — 25 going to neutral forces, 13 going to the Dragon and 13 to you. Good, nice, clear graphics are used and sound is used only where necessary.

Empire is an easy game to learn with a concise and logical set of instructions and your objective is to beat the Det



GAME: OFF PERISCOPE
MACHINE: SEGA 32X
JOYSTICK: OPTIMAL
CATEGORY: STRATEGY
ACTION
SUPPLIER: BYRON SOFTWARE
PRICE: \$9.99

At first sight this is a complicated version of Battleship. Your aim is to guide your convoy through the multiple of submarines and sea mines.

The complex rules cover all eventualities and are easy to follow and have been thoughtfully laid out on the map. You select one or two players, the number of submarines, and the numbers of the convoy that must get through within a time limit.

The game loaded without problems.



DRAGON • DRAGON • D

over the maze before you run out of fuel or rockets. The graphics are very good, and the joystick works well.

The game must be played through to the boss level in order to pick up items—such as 2500 extra rockets, more fuel, a power-up, and the running code for the adventure.

You then join Captain Phoenix for the adventure. The goal of you have to find the antidote for the fungus (plenty of brains) while your crippled opponent is recuperated.

If you are looking for an easy adventure, forget it! You start with basically a series of choices, and the wrong one

results at your death.

10

Graphics	7
Sound	4
Ease of Use	3
Originality	7
Learning Interest	6
Overall	7

kills. Caribbert himself looks choppy in his animation but being the only individual boss.

It is quite moving, though, to see him slow down and bend over in his oxygen supplement.

The game has eight levels, and at the higher ones the monsters called Minotaurs give Caribbert a tough-old time. At these stages you also encounter the

Chief Minotaurs, who must be defeated through two levels before you can dispose of them.

Drawbacks to this program are that you must use two different keys for clipping and filling holes, and that Caribbert just will not aimed well. You tried to fiddle with the keys to make him

in comparison to other Dragon software, this program does not suffer too

badly but when you look at Space Panic for other reasons, you see that it is a dull and unorganized version.

10

Graphics	4
Sound	4
Ease of Use	3
Originality	1
Learning Interest	4
Overall	4

Dragon's Anatomy

Placed against you are several unpleasant opponents such as ooze, trolls, wizards, and goblins. The ooze, though, might give some help if you study it first.

The game's topography is varied and well described. I particularly liked the elegant graphics, but was not too happy

about finding myself in the skeletons' tomb.

Commands are entered using the familiar verb-noun formula, and the game's vocabulary is reasonably large. Some Adverbs have been removed in the program. When you want to quit your type (quit), followed by a shift key.

Despite the minor criticism, *Dragon's*

The Wizard is an intriguing and well-constructed adventure.

10

Graphics	NA
Sound	NA
Ease of Use	7
Originality	6
Learning Interest	8
Overall	7

Use the screen display

The arrow keys move you from room to room, and at the start a floor plan is available. The dragons face a more a familiarization screen rather than the game proper.

Each room gives a 3D impression, but the graphics are average. Hiding and using the dragons, you move up to level two. Here bats appear plus a variety of weapons to help you find

them all.

At first, I thought that being limited to three objects to carry at once was a bit mean, but I objects do get used up quite fast as you progress.

One object—the magic apple—is supposed to get you on to the next floor, but whether my bank of apples had bugs or maggots, I don't know. They didn't work for me.

Once I struggled through the game to

the end, I could tell on it to make me want to play it again. A well-written program, but a disappointing one to play.

10

Graphics	8
Sound	3
Ease of Use	7
Originality	6
Learning Interest	4
Overall	4

you succeed—the neural networks are three-way on an abstract.

Operation is keyboard only, and only one player can play at a time. Having chosen your 15 characters, you play your 28 moves on them, whatever you wish. The Dragon will then do the same and start attacking.

There are eight skill levels, and depending on the skill level chosen, your chances of winning are good to worse.

At level four, your chances are fifty-fifty, but below level four the bias is towards the Dragon. When the Dragon wins it chooses an antidote.

When you eventually get control, you get into a series of choices. Based on the number of characters you hold plus one for each victory, and one for each constraint.

Antons can only be moved on victory and then only through brain constraints.

Dragon is a great game to play, demanding concentration and time. But a joystick version would help.

10

Graphics	7
Sound	6
Ease of Use	6
Strength of play	6
Learning Interest	9
Overall	7

but is common with many other Dragon graphics games. It also, runs slowly if it double the processor's running speed. This can crash some machines, but offsetting and disabling the relevant hardware settings—in this case part of the 3D—will prevent this.

The two-player version lacked the appeal of the one-player option—you both use the same joystick and play in alternate turns rather than simultaneous.

To prevent your coming of an supply

ships, you have to send dragons. All moves are based on a hexagonal plan, and a menu is displayed throughout.

If you play against the Dragon, you have the option of watching the moves it makes. This makes it easier to plan your attack. However, playing blind against the Dragon was very challenging.

The graphics are very good as is the sound—which is used sparingly. Keyboard operation is available, but

harder to master. Joysticks are ideal for this game.

All in all, a very pleasing game to play, requiring skill and some thought.

10

Graphics	8
Sound	7
Ease of Use	6
Originality	6
Learning Interest	7
Overall	7

THE DAN DIAMOND TRILOGY

My name is Diamond, Dan Diamond, and this is my story. A story of beautiful mermaids, bored robots and dank, dark dungeons. A story that started one muggy day in New York, and like the Big Apple, it's rotten to the core.

The Dan Diamond Trilogy is three separate adventure games. Each game may be played on its own, but clues may be found in the earlier adventures which may help later on. Each game comes with a lavishly illustrated 80-page case file, and hints (both helpful and misleading) which have been hidden in the illustrations.

Part I. Franklin's Tomb, in which our hero receives a mysterious plea for help which leads him to a hidden tomb and the mystery of the targets.

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Part III. Fishy Business, in which our hero lands on a watery planet, discovers the source of the plea for help and saves the day.

All three programs cost \$9.95 each and are available for the DRAGON 32, BBC MODEL B and 48k ORIC-1 microcomputers. (note: Fishy Business for the BBC and ORIC will be available February 1984).

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GAME: CRAZY PAINTER
MACHINE: BEASER
JOYSTICK: OPTIMA
CATEGORY: ARCADE
SUPPLIER: MICROREAL
PRICE: \$5.00

Imagine painting a floor and having the pet dog walk across it the moment you think you're almost done. Then picture that dog returning a few minutes later and leaping at you as it stomps all over your handiwork.

Throw in a couple of Cheater cats (these only) who'll innocently scope out all sorts of paint and find away to what you've accomplished. Add in a host of other creatures, including one that leaves large ink splashes and you begin to get the idea.

Crazy Painter provides you with a brain-blowing sense of quickly consumed paint and unlimited screens to work through. With game so strictly for the workaholic, the sort of person who feels deprived when all the dots it yourself puts around the house are done.

There's something obsessive about painting large surfaces and the game captures that quality perfectly. It's not

exactly a new conception of games since every living creature manual has something similar.

One thing very much in favor of *Crazy Painter* is that it is dead simple to begin playing. It doesn't reveal all its secrets immediately. You have to learn by experience that crates, animals or objects will push your paint or your paintbrush if you're painting over them.

There is the usual Hall of Fame, with the best scores based on how many times a painter you are. **C**

Graphics	5
Sound	3
Ease of Use	5
Originality	6
Lasting Interest	4
Overall	5



GAME: DRAGON WARS
MACHINE: BEASER
JOYSTICK: NECESSARY
CATEGORY: ARCADE
SUPPLIER: MICROREAL
PRICE: \$7.95 CARTRIDGE

Patience is a very thin dragon in the fastest way of summing up this game. The graphics are rough even for the Dragon, but there is one very nice innovation on the standard Pac-man theme. Various sections of the maze are made up of swirling gates.

You can translate your little problem through them as through a turnstile. Each time you pass through a gate it opens up a section of the maze and closes off the section behind you.

The maze can trap the game to get at you, but that doesn't stop them finding another way around. It just shows them up a little.

To make things more interesting there are a couple of skulls scattered randomly through the maze. Hitting these is fatal for both you and the monster.

The sound is as good as you want from a Pac-man style game. Each time

you open a turnstile or smash a dot, the Dragon warbles and tremors.

The pace of the game is faster than the traditional version. Like the fellow who got caught in a revolving door and found himself back to the room he was wanted to leave, it is easy to take an unwanted trip through a turnstile.

And when you hit several of them in a row the chances are you'll find yourself bang into the jaws of your pursuers.

At any rate you'll probably open more routes for the monsters than you close. Plus if you liked the original. **C**

Graphics	4
Sound	6
Ease of Use	7
Originality	4
Lasting Interest	4
Overall	4



GAME: CHEATER IN THE JUNGLE
MACHINE: BEASER 32
JOYSTICK: BEASER
SUPPLIER: MICROREAL
PRICE: \$5.00

This little number is intended to make you wish your teeth in *Breakout's* *Crazy Painter* mode. It is the ultimate in hand labor for slight reward.

The scenario is as you see in the screen shot. *Cheater* has to try and make some progress through this boggling looking world of rolling boulders, star points, snakes, underground tunnels, ladders and pits.

Some of the obstacles are fatal, some just knock his legs out from under him—an event that can happen again and again without noticeable effect.

You can jump the rolling boulders and cross the large pit by swinging on the wire—always supposing that you can keep him up at the right moment when the wire is at your end.

Leaping so hard is done at a touch of the fire button. One tap, once you get to

the wire, don't spoil it all by letting go too soon. You can't reverse the pit.

The system control in this game was decidedly busy. I lost count of the number of times I walked in hopped *Cheater* up to the edge of the pit and meant to stop but didn't.

You have to be close to the edge to ward a chance of jumping up and grabbing the wire. What you have to do is clear enough doing it is patently difficult. **C**

Graphics	8
Sound	4
Ease of Use	3
Originality	8
Lasting Interest	2
Overall	5



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DRAGON • TEXAS • PAPERON

GAME: ADVENTURE CRIBBS
MACHINE: DRAGON 32
JOYSTICK: NO
CATEGORY: EDUCATIONAL
SUPPLIER: DRAGON DATA
PRICE: \$7.95

This is a beginner's adventure game designed to be fun but instructive to children — which means they shouldn't be tempted to beat the bells off the table after five minutes play.

The aim is to find the precious stone using the usual n, w, e, s directions though in this simplified game, you are



given a choice of only two alternatives at each point.

When you make a decision, you are "rewarded" with a farewell little ditty and a certain point or a few no graphics at all.

The point of the game is simply to get going, primary school children used to pushing the keyboard.

Graphics	6
Sound	6
Ease of Use	7
Originality	5
Lasting Interest	7
Overall	6

GAME: SCHOOL MADE
MACHINE: DRAGON
JOYSTICK: NOT NEEDED
CATEGORY: EDUCATIONAL
SUPPLIER: DRAGON DATA
PRICE: \$7.95

Again, an educational adventure program. But this one is probably for primary school children a year or two older than *Adventure Cribbs*.

The aim is to find a missing computer tape hidden somewhere in the school. A map of the school is displayed at the



start of the game and you find your way

in and out of the various rooms sometimes by the traditional north, south, left, right style of input, sometimes by using the arrow keys to shift the cursor around the map of the school.

Graphics	6
Sound	6
Ease of Use	8
Originality	7
Lasting Interest	7
Overall	8

GAME: MEXICO MAN
MACHINE: TYP-44
JOYSTICK: OPTIONAL
CATEGORY: ADVENTURE
SUPPLIER: TEXAS
PRICE: \$29.95

Texas Instruments version of Pacman offers you a slightly conventional, but at the price of poor graphics and, if you don't have joystick, infuriating movement keys.

The maze is well thought-out, however with accents so you can move about the screen quicker than in most versions.

Instead of gobbling dots, in this game you locate Pacman's hidden wife and as



soon as you have covered the available floor space, you move on to the next screen.

You have three lives, and the longer you last, the more intelligent the boss

ghosts become, until at the higher levels they become very difficult indeed to avoid. Picking up an invulnerability the opposite, black and blue increases your speed. The effects of the computers last longer in this game than in most, and when you catch up with a ghost it disappears with a satisfying crunch.

If you have a joystick, don't mind the mediocre graphics, and want to play a Pacman type game, then this is perhaps worth considering.

Graphics	3
Sound	4
Ease of Use	2
Originality	6
Lasting Interest	4
Overall	3

GAME: PAPERON
MACHINE: TYP-44
JOYSTICK: OPTIONAL
CATEGORY: ADVENTURE
SUPPLIER: TEXAS
PRICE: \$29.95

Paperon is a straightforward, sensible, well-defined game with no option to control direction (so you have an *Odyssey* and no bombs (which you have in *Odyssey*).

The control keys present serious problems for those without joysticks, and you just have to fiddle about until you find the best compromise.

The graphics are adequate, and the landscape over which you fly is varied, if



rather unvaried. There is a freeze command by which the walls hold over and if you have the Texas Instruments speech synthesizer unit, the game will give you verbal status reports.

There are 16 levels of play, and you have four lives. As you move through the different screens, you encounter seven different enemies and several bats, all of which get tougher as the game progresses.

Paperon appears hopelessly out of date in comparison with games currently available on other machines, although some will no doubt still enjoy it.

Graphics	5
Sound	6
Ease of Use	6
Originality	6
Lasting Interest	4
Overall	4

COMMODORE • COMMODORE



GAME: MISSION 04
MACHINE: COMMODORE 64
JOYSTICK: NO
CATEGORY: ADVENTURE
SUPPLIER: SPECTRUMSOFT
PRICE: \$7.95

Mission 04 should give all Secret & Sundry fans a another challenging adventure. Based on a new genre, there's a lot of differences which make it, in my opinion, worth buying.

As part of your initiative into the mystery of time and space, you have to find the password which will allow you to recover the synthetic copies of Dan.



GAME: ENEMY HOUSE
MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
CATEGORY: ACTION
SUPPLIER: MELBOURNE HOUSE
PRICE: \$5.99

The version of Horror puts him in the park where he has to eat everything in his path. To travel through the park he has to cross bridges, move along the paths and go through the tunnels.

The park grounds are puzzling, and if they catch Horror, he will be chucked out of the park, and if this happens four times he won't be allowed back in.

To score points, you must guide Horror through the four sections of the



GAME: ETIC
MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
CATEGORY: ACTION
SUPPLIER: SPECTRUMSOFT
PRICE: \$5.95, CASSETTE, \$7.95 CARTRIDGE

The good thing about the Commodore 64 is that an arcade game can be faithfully transferred to the machine without loss in quality of graphics. Etic is just one example where the pleasure of playing an arcade quality game from your own machine is within the grasp of possibility.

In this game, the Etic is a bundle of energy which is trapped in hyperspace. You must harness the evil powers of the



GAME: EVEREST A SCOUT
MACHINE: COMMODORE 64
JOYSTICK: NO
CATEGORY: STRATEGY
ADVENTURE
SUPPLIER: MELBOURNE HOUSE
SOFTWARE
PRICE: \$4.95

Here is an adventure game that requires some mathematics to progress. You play the role of the leader of an expedition whose goal is to reach the top of Mount Everest. You'll need help, of course, and this is got by bringing along supplies and equipment.

Everything costs money these days, and the charges are charging on a daily basis! Not only that, but you only have \$1,000 to start with, and the highest road finding ever, day!



PCG HIT * PCG HIT * PCG HIT * PCG HIT * PCG HIT *

GAME: INTERNATIONAL
SOCCER
MACHINE: COMMODORE 64
JOYSTICK: NECESSARY
CATEGORY: ACTION
SUPPLIER: COMMODORE
PRICE: \$9.95, CASSETTE

Plug in the cartridge, watch on and you're instantly reminded with a sign on top of the copyright message:

You must now look at the instruction page, because the screen gives no indication of what to do next.

In fact, it is very simple indeed. You use the function keys to scroll through all the possible colours for the players to

appear in. The 10 is a large width position of the player on the screen, and you use it to choose for one side and it to choose for the other.

If you want to play against the computer, you use 'D' to scroll through the nine levels of difficulty, otherwise you play against the opponent operating the other joystick.

A press on the joystick fire button and off you go.

It is immediately obvious that this game will not wow anybody.

The view of the football pitch is three-dimensional as if you are at the best seat in the stand, and the players run on to the pitch and take up their positions.





ADORE • COMMODORE

Once this is done, you can then learn the keyboard which will allow you to wear the various Gem badge which can be obtained from Spectroball, along with their respective (No talking).

To reach your goal, you will have to do battle with many enemies, cheat your way through mystery hazards, find them—the usual stuff.

When fighting, you can choose to fight with brute strength or with spells—though the spells are not guaranteed to work all the time!

All the typical adventure words are accepted in Mission Gem, but what is not so typical is that it was possible to corrupt the lower part of the screen if you entered too many characters.

This made Mission Gem will provide you with a lengthy challenge. **BT**

Graphics	2
Sound	2
Ease of Use	2
Originality	4
Learning Interest	6
Overall	3

park using either a joystick or the keyboard. Points are awarded for each flower that Horace sees and each stone ball that he steals.

If a guard drops his bunch of stoneworries and Horace sees them, extra points are awarded.

To score points, you must guide Horace through the four sections of the park using either a joystick or the keyboard. Points are awarded for each flower that Horace sees and each stone

ball that he steals.

If a guard drops his bunch of stoneworries and Horace sees them, extra points are awarded.

This version is better than that on the Spectrum because of the superior graphics of the 64. Good use of the 64's sound is also made with the alarm bells constantly ringing, and sounding very authentic too.

The big difference about this version of Horace is that it is possible to define

your own park and then save it to tape. The instructions are not too clear on how to do this, but once mastered defining your own park seems really viable to the enjoyment of the game. **BT**

Graphics	7
Sound	7
Ease of Use	6
Originality	4
Learning Interest	7
Overall	7

Size by constructing (drawing) four balls within the hypersquare and so constant.

Once you have loaded in more than 15 per cent of the hypersquare, you go on to the next level where the Size is a little more active in trying to break out.

The boards on drawing the four balls are that you must not allow the Size to touch the fourfold you are drawing, nor must you pass drawing or

ric the field will be destroyed by a power ripple.

There are also a couple of particles which travel around the inside of the fourfold perimeter you are drawing and if they collide with you, a machine explosion will occur.

The graphics are beautiful in line with the Size travelling in a very smooth manner. Four additional controls is achieved by using either joystick or

keyboard, and each section is coloured in its based in Size is a challenging game that's well worth looking at. **BT**

Graphics	8
Sound	6
Ease of Use	6
Originality	6
Learning Interest	6
Overall	6

Once the game is loaded you are presented with a list of stanzas, names together with their daily rate and strength ratings. They do seem to have a degree of British spelling, with names like Tom, Keith, Jim, and so on.

Once the stanzas have been listed a list of equipment is displayed with items such as (stale, always buy it), hat, oxygen, and so on. Some of the equipment will be essential some not.

You then have 20 days left to the nearest which is measured in half days. At night, you can set up camp and (you choose) establish one of three base camps where you can leave stanzas, equipment, and supplies before moving on.

In reality though, you'll probably run out of cash and your stanzas will desert back to the village. To continue you'll have to descend to the village, where hopefully there is a doctor in waiting for

you to see, looking on your climb.

This game requires you to find the right combination of stanzas, supplies and equipment and so has the boards about. A real challenge. **BT**

Graphics	8
Sound	8
Ease of Use	8
Originality	7
Learning Interest	6
Overall	6

T * HIT * PCG HIT * PCG HIT * PCG HIT * PCG HIT * PCG HIT * PCG HIT * PCG HIT * PCG HIT * PCG HIT * PCG HIT

A realistic view of the ref's whistle and you kick off.

You control the movements of your player around the ball by moving the joystick.

He will take the ball or kick it, either dribbling or heading the ball convincingly. The line between makes the player kick the ball.

It makes a very satisfying sounding sound and you'll be surprised to see the shadow which appears under the ball whenever it is in the air.

The player(s) being controlled by the joystick(s) obviously change colour so that you can tell when you're controlling a different player. This is very visible because one of the alternative for

times of the game is like only the other players run around the field.

The goalkeepers are made to jump or dive by using the fire button, that you must choose your moment well, a fraction out, and the goalkeeper is left lying on the ground while the ball bounces in (the ref. and the crowd roar and cheerous (incredibly) things!).

Indeed, the one lack of realism is that there are no goals! If you bring your player into contact with the one who has the ball, you will take possession.

The score is shown on the board along with the time ticking away. At half time the players and officials leave the field and return changing ends of course!

At the end of the match, unless it's drawn, the Queen presents the cup and the crowd goes wild!

The quality of the game is best summarised by saying that if you were the owner who have seen it all, playing and I think it will prove highly addictive.

Commodore obviously think so too as they are pricing it higher than any other, although in their range.

Watch out for the football! **BT**

Graphics	10
Sound	8
Ease of Use	9
Originality	5
Learning Interest	5
Overall	8

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NAME: STEPLEGK
MACHINE: ATARI
JEYTIK: NECESSARY
GAME CATEGORY: ARC ADE
SUPPLIER: ENGLISH SOFTWARE
COMPANY
PRICE: \$24.95

This game has much in common with the more popular Frogger. The principles are the same although the graphics and the atmosphere are new.

With Frogger you had to hop the frog over a main lane highway and across a stream to home. Steplegk simplifies all that without losing any of Frogger's addictive qualities.

There are a number of vertical ladders on the screen. Your job is to hop your man (represented by a green frog) from ladder to ladder, avoiding the gaps which appear in the ladders from time to time.

The only way to avoid a gap is to hop on to an adjacent ladder, crossing it from left to right or vice versa.

Jumping is achieved by pushing the joystick to left or right and pressing the fire button. Holding the joystick down in either direction while repeating the fire button will keep the steplegk jumping from ladder to ladder.



To make the task a little more difficult there is also a pink ghost who floats from bottom left to the mid right hand side of the screen.

Touching or hitting any of these costs your man to split in half and cost you a life.

At the bottom, left edge of the screen a scoreboard keeps track of how far you have managed to climb. I managed 177 meters, which is probably not great.

There are all sorts of problems preventing a high score, most of them deliberate.

For a start, although the gaps in the ladders are usually staggered, they tend where you least expect it, to coincide on three or four ladders.

You can only hop your steplegk occasionally from one ladder to another. While you can still move from one end a half range from a gap (ie. 1/2 of meter on

the cassette cover does) I tell you this—it's something you have to discover for yourself!

The screen scrolls downwards all the time, so the motor act of keeping your eye about two rings.

You have some control over the speed with which the ladders scroll down the screen. Pulling the joystick towards you allows you to climb down the screen faster than the ladder is descending, but only as far as the bottom of the screen.

You can't outrun a falling elephant (there's a moral in that paragraph) by going down a ladder, but it is useful sometimes since it can give you a chance to hop to another ladder before you hit the gap in the one you are currently on.

What makes the game worse is that you are constantly lured into believing that the strategic distance is larger than the distance of chance that really exists it.

Like most traps for the Atari the ladders are slow but reliable. As one of the manufacturers are minimal and very certain on the cassette wrapper, but they are adequate for the job.

Agents further engaged

	TH
Graphics	7
Sound	3
Ease of Use	8
Originality	7
Learning Interest	6
Overall	7

GAME: LONE RANGER
MACHINE: ATARI 130E
JEYTIK: NECESSARY
GAME CATEGORY: ARCADE
SUPPLIER: ATARI
PRICE: \$24.95

The Atari's graphics and sound capabilities make games can come on with all the impact of a Hollywood movie. Lone Ranger starts with an action music theme which becomes a mighty Warbler, and then The Night of the Wambler.

And that's only while the game loads. The screen revolves around a machine power station which has been taken over by aliens. There are four courses to battle through and the first shows the power station.

It is a glowing pink thing that looks like an air airco boiler.

You descend from a spaceship and find yourself defending the ground between the station and what looks like a cityscape.

Robot guards (looking just like Daleks) come at you from both sides shooting at head level. By pulling the joystick down you can duck. Your shots at the robots shoot each other, but there are points to be gained by doing the



shoot yourself!

When the robots are all out of the way you just receive loads of a game rolls up. Since he's unpredictable, the only strategy is to duck into the power station.



Inside the power station the shooting stops and you find yourself in a multi-laned space. Each lane has a line of dots to consume, and one blue proton dishing at head level. Absorb it and for four seconds you can annihilate Mutant Guards on contact rather than your vice.

There's a lot more of the same before you make it to the final section. There's a matter of a quick dash through a simple maze to the final spaceship.

Getting through all that is easy even with five lives and at the lowest of 10 skill levels. Lone Ranger is smooth running, has sharp graphics and provides visual sound effects.

One thing Americans have to be careful about here and it shows. The game is addictive and as an added bonus there's a multilingual instruction manual. The French version is hilarious as well as having educational value. WD

Graphics	7
Sound	8
Ease of Use	8
Originality	7
Learning Interest	8
Overall	8

BBC • BBC • BBC • BBC

GAME: SEA LEGS
MACHINE: BBC MODEL B
JOYSTICK: NO
GAME CATEGORY: ARCANE
SUPPLIER: BUB-BYTE
PRICE: £7.50

In this game you're the commander of a mine sub set to do battle with the various sub-voiced representatives of the Sea Lord.

You can roam at will through the wavy blue lanes which are meant to represent the sea - and you have to avoid the randomly placed rectangles - which apparently are meant to represent the rocks.

The action takes place in a wade-pool virtually billowing underwater as plants and sea life are visible in an arcade game.

Loaded as adequate but unimpaired - surely a first opportunity, given the possibilities of the Beeb and the almost sulphurous performance that takes place beneath the surface of the sea in real life.

GAME: SHUTTLE
MACHINE: BBC MODEL B
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: BUB-BYTE
PRICE: £7.50

Bag-Boys have come up with yet another Space Invader type of game that it has all the qualities of a good arcade program.

The version of this game is quite typical. You control a rocket, and you have to zap as many aliens as possible. Your craft moves on the bottom part of the screen, and you can move left or right as well as shoot upwards.

The aliens are quite different from the

normal type. Here they gently descend towards you during launch, and it's quite easy to pick them off - but if the aliens reach down half the screen they begin to glide at different angles.

The further you get in the game, the more things get up, with aliens coming at a tremendous rate. As well there is more than one hovering alien plus the occasional puffed mania.

I must admit I found the game highly

GAME: MICRO BE
MACHINE: BBC
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: YIGGIN
PRICE: £7.50

Microbe runs so fast that it is almost impossible to play for any length of time. You control a microbe - another name for a double-headed laser - using the X and Y keys to move left and right and you can also move up and down using the up and / keys.

Using a capital and lowercase using the space bar and it has to be because the

opposition is minute and numerous.

The idea behind the game is that you have spotted a microbe into the blood stream of an alien and your task is to use your firing button to point off the alien's biological defences.

You start at the bottom of the screen, hitting the screen with leaders as they approach, but when the microbe

GAME: CRUNCH
MACHINE: BBC MODEL A OR B
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: YIGGIN
PRICE: £7.50

You have wandered into a very strange land full of tree-bombs, flags, and Scoville bombs. Your task is to avoid being crushed by the big barrel-bombs and to trample instead the flashing laser bombs which are counting down to zero.

You lose one of your lives if a barrel-bomb gives you a ball - or when a laser

bomb explodes. Failure to trample the laser bomb will result in them blowing you up - don't worry though, I found it dead easy to avoid them.

This offering from Virgin Games is, I'm afraid boring. It is so easy to avoid being crushed by the bombs that the game has no real challenge of any sort.

Things are supposed to be made of

GAME: TRANSLUCENT REYNARD
MACHINE: BBC MODEL B
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: SFTS/PRT
PRICE: £7.50

Even microprocessors have emotions, or so it would seem from playing this new game from Softpat. You take on the role of guardian of a 6502 microprocessor chip while a multitude of electronic components move toward you along the road wires.

If any component reaches you, your chip explodes, and you are only able to prevent this by firing spark-like objects down the wires of the components.

A total of 98 components will attack during each level and as they are destroyed the number remaining is displayed on the screen.

As you get to the higher levels the speed of the components increases and so does the complexity of the tracks leading to the chip, making it difficult to see exactly which track the component is on.

Just to hinder you a little more, the

GAME: THE WIZARD
MACHINE: BBC MODEL B
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: ORION/SALTER
PRICE: £4.95

After reading the scenario on the cassette to start, I was looking forward to playing the game. What else does

First of all I had trouble loading, until I realised that one side was recorded at 300 baud - a very nice feature though unadvertised.

A wizard wand at hand goes out upon a lake and sees standing away five small islands five lonely princesses. The wizard is of course their protector for

above, seven-five demons waiting to prey on them.

You are able to position the wizard's wand anywhere between horizontal over the lake and vertical to the sky and all you need do is point the wand and fire (not shoot) and the demons are destroyed.

All seems fine, but you only have 22 lightning bolts though more are awarded after each attack wave.



BBC • BBC • BBC • BBC

Since your ship is constantly moving, the only keys you need are the **↑** and **↓** keys, which rotate you left and right respectively.

Your main aim will move and fire in the direction it is pointing, but since movement is possible in only eight directions, you have to spend a lot of time shooting backwards and forwards to get into position for accurate fire.

Unfortunately, *Sea Lord* does not provide sufficient resistance for this challenge to be rewarding. **BC**

Graphics	6
Sound	3
Ease of Use	3
Originality	7
Loading Interest	4
Overall	5



addictive. The reason for this are the smooth graphics and thunderous laser fire, which makes the whole game exciting.

Dodging the aliens can be achieved in several ways, and it's fascinating to watch them, but you're bound to be killed up and down.

Obviously we provide the arcade player with a tough challenge and while I don't agree with *Big Play* when they

say it's the most addictive arcade game for the BBC micro, I can imagine players of this game suffering from eye strain and better language! **DQ**

Graphics	7
Sound	6
Ease of Use	6
Originality	3
Loading Interest	7
Overall	7



appear you have to move up the screen to survive.

Here the problem begins since the screen is so crowded and the explosive effects of each alien target enemy is widespread, that left up exactly what is going on is very difficult.

Although the screen is fast moving and colorful, *Microbe* is a frustrating game.

that is good to watch, but not much fun to play. **BC**

Graphics	5
Sound	4
Ease of Use	2
Originality	2
Loading Interest	3
Overall	3



fruit because you are not allowed to traverse the park, you have come from just the usual list of all the game spaces that. The result is that the game has very little excitement.

So if you fancy achieving scores of over 100,000 with very little effort on your part, then *Crabber* is for you. However, if you don't like getting bored quick.

by give it a miss. **DQ**

Graphics	2
Sound	2
Ease of Use	6
Originality	4
Loading Interest	0
Overall	2



long run slows down on the higher levels.

A feature which is relatively new to home computer games is the ability to continue your next game from the same point at which you finished your previous one.

This feature enables you to achieve very high scores by playing games after game after game, but it does have the disadvantage of the user losing interest.

in the game sooner than normal. Even so, this does not in any way detract from what is a very good game. **BL**

Graphics	7
Sound	6
Ease of Use	7
Originality	6
Loading Interest	6
Overall	7



You may think that you have a spare top element, while you have this is missing. Time until a decision decides to go for sound rather than process, the screen has a strong habit of flying just behind the vertical, or from below making it as possible to destroy.

The explanation for the relative simplicity of this game is that it's written in basic. But this does mean it is possible to envisage the third you have.

The quality of the sound and graphics is ok, it is just the overall idea which made me lose interest so soon. **BL**

Graphics	6
Sound	4
Ease of Use	6
Originality	5
Loading Interest	2
Overall	3



BBC • BBC • BBC • BBC •



GAME PLANKWALK
MAKING: BUCHANAN &
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: VIDEOGAMES
PRICE: £7.95

Here we have Scaffolded Ted, who after moving the planks on the backing (or is working on beds that they have gone wrong).

The planks are being laid on the top of the screen, and you have to make Ted jump from plank to plank without him falling off the bottom, either edge or being crushed on the top.

If he just went through, the planks have a strange effect. If Ted lands on white planks, he slides to the left. If he lands on orange planks he slides to the right. If he lands on a finishing plank, he falls right through!

Not only that, but there is a monster after Ted which can only be killed if it, too, falls off the bottom or edge of the screen.

The keyboard is used to move Ted about, and this is one game which should have had a joystick option.

The sound in Plankwalk adds to the game tremendously. The best way to

describe it is as a constant planking sound with other effects thrown in when you land on planks, blocks and so on.

Also, the graphics are not so good. The planks are really long, and fall in far more than a jump each each man. The scaffolding and furniture don't look like any building I have seen (the Barbecen being the exception), and the animation has to work overtime.

Virgin have almost got it right with Plankwalk, but the big disappointment in the poor graphics, which, if improved, would give them a guaranteed winner. Highly recommended. **10**

Graphics	4
Sound	7
Ease of Use	4
Originality	7
Learning Interest	7
Overall	7



GAME NBC-A-BLOCK
MAKING: BUCHANAN &
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: VIDEOGAMES
PRICE: £7.95

This game is a version of Progress. You don't blast or zap the aliens - you crush them instead!

You control a robot which is in the middle of a solid state fall of ice-blocks. Also in the solid state are speeds which you must avoid at all costs. You must also destroy them if you want to get anywhere.

So to kill them you crush them! This is achieved by moving your robot onto a position where there is a block of ice in front of it and a speed somewhere in front too.

You give the ice-block a shove, and depending on how quick you are, the speed should be crushed.

You can also kill the speeds by crashing them when they are beside one of the four walls, and then walking over them.

When you've done that, you are then

moved on to the next sheet where the whole thing starts again. Score points are accorded if you can line up the three special blocks into a line, but I give warning if necessary.

Control is by keyboard or joystick and each sheet gives a different amount of ice which turns into more complex of patterns as the game progresses.

Altogether, NBC-A-Block is a good game with clear simple graphics and plenty of colour, but it could be improved with more sound - worth looking at! **10**

Graphics	6
Sound	5
Ease of Use	5
Originality	6
Learning Interest	6
Overall	5



GAME BITS OF PORY
MAKING: BUCHANAN &
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: VIDEOGAMES
PRICE: £6.95

Bits of Pory features 'swamp' and 'lunatic' birds, both of which belong to the Galaxian family.

For those of you unfamiliar with the genre, this game is essentially space shooters with the added thrill of bombing allies, who break ranks to swing down, and so on, in the hope of bombing or capturing you.

Bit of Pory is fast and furious, with 20 levels of play, but there are not as few drawbacks. The speed has been reduced at the expense of the graphics which lack atmosphere and sometimes make things.

There is a high-score table to which you can add your name, but if you go down fighting, the use of the B key as the firing button means you often end up entering 0000 before you know what's hit you.

Movement is accomplished using the A' and D keys which means the control keys are rather cramped. However, if both keys are pressed the 'D' key is ignored so by keeping your finger on the latter you need not only the 'A' key to control movement about the screen. Work that out at your level if you can, but in fact it works rather well.

Bits of Pory is fast and challenging, but the display is poor and Galaxian aliens will find they can do better elsewhere. **10**

Graphics	3
Sound	5
Ease of Use	4
Originality	1
Learning Interest	1
Overall	3

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GAME: NEMESIS
MACHINE: BBC
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: PROGRAM POWER
PRICE: £4.99

Nemesis Destructor is one of those awfully simple games that can end up driving you to distraction. The graphics are awful and make no use of the machine's capabilities whatsoever and the sound is as better, but wonderful by those standards.

When you actually get down to playing the game however you will find it very difficult to stop. The screen is divided up in squares and you control a point roller as it rolls along the lines of the grid.

On entering the game, the grid you move is painted yellow, and your task is to spread this paint across all four sides of each square. As this paint the square in question will fill with colour and you can then move on to another.

All the while you have an octopus in hot pursuit which you can stop

momentarily by pressing the space bar. If it catches you you lose one of your three lives. On the other hand you gain a bonus life if you succeed in filling an entire grid.

You can freeze the game in case of emergencies, and believe me it has to be an emergency to get you away from *Nemesis*.

As you progress through the various screens the action gets faster and the octopus more intelligent. Despite strong reservations about the graphics and sound, this game is recommended. **BC**

Graphics	1
Sound	1
Ease of Use	3
Originality	4
Loading Interval	6
Overall	3



GAME: TALES
MACHINE: BBC
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: ARMYARK
PRICE: £5.99

One of the problems with the Galaxian Invader type of game is that it must be difficult enough to present a challenge but easy enough to tempt you back for another go. *Tales* scores well on both accounts.

The program welcomes you with a short title, and as soon as your ship appears some very colourful alien swarms and loop about the screen before zoning in on the top.

The aliens then dive into by one Galaxian style, and you have cleared them all from the screen.

My only quibble with *Tales* is that the alien's flight paths become a little too predictable after a while.

Another annoyance is that each time you lose a life you have to wait rather too long for your ship to be replaced.

Occasionally one of the larger aliens swoops down and bombards an area of

the screen with rockets, and if you're in the right place, and you will have a ship as reserve, it will gain you as the aliens blasting away while the ship plays some jolly bits to fill the silence away.

When you've finished playing all of the aliens there's a Hall of Fame to add your name to - unless you're too busy hitting the return keys to get back into the game.

Tales has nothing new to offer the hardware games addict, but what it does is well presented and fun to play. **BC**

Graphics	3
Sound	6
Ease of Use	6
Originality	3
Loading Interval	7
Overall	7

VIDEO NASTY • VIDEO NASTY • VIDEO NASTY • VIDEO NASTY • VIDEO NASTY •



GAME: GREAT
MACHINE: BBC
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: VIRGIN
PRICE: £7.99

There's no doubt about it - this program gets real hot in a flash. From the moment you load it and it asks you to delete files B-100 something tells you this is one of those few occasions when you might as well quit for your own good.

Except this one of two brief moments of graphic material, but apart from that, it is chaotic.

Let's examine just a few of the game-making features of *Great*, all of which are presented in -ugh - white on a green background.

WANT TO SELECT A TEAM MEMBER?

The program asks you to list and edit the lines concerned.

WANT TO SELECT THE AUTO-ROLL, PLUS-TOUCH?

Once selected you are directed to watch the nature game without being

able to stop it, unless you quit the program.

WANT TO ENTER DATA?

Please fun taking advantage of the lack of entry selection by entering a record (using up to 8000 characters) and saving the results.

WANT AN ERROR IN DATA ENTRY?

Oh dear! The program seems to have come to a halt. Start again.

It's not enough. What to play with it? Then play cricket, and *Great*. **BC**

Graphics	2
Sound	9
Ease of Use	0
Originality	100
Loading Interval	1
Overall	0

MORE GOODIES FOR THE BBC MICROCOMPUTER FROM RH ELECTRONICS

The RH Lightpen is compact, little bigger than a felt tip. It is compatible with a sophisticated microswitch at its point which responds to the slightest pressure - and an LED lamp at the rear to indicate data transmission. Both microswitch and LED are fully programmable.

The RH Lightpen is reliable - with a rugged metal case to provide physical and electronic protection. Its sensitivity can be adjusted to the thickness and type of your TV screen giving the highest levels of accuracy.

With the Lightpen connected to your BBC Micro you can draw lines on the screen, or give commands simply by pointing to a menu.

Colour-graphic software

To extend your software available so that all the colours of the BBC Micro's palette are available at the tip of your pen. Complex graphics can be created in minutes.

Art-I-tan software

This program is guaranteed to bring out the artist in you. It provides inspiration for users of the Lightpen and provides full interaction between pen and screen.

Lightpen 1 (10/85)

48 track disk version of Lightpen software (1/85)

Colour-graphic software (Graph) (1/85)

Art-I-tan software (Graph) (1/85)



RH Electronics has a whole lot of excellent software for the BBC Microcomputer. Made up of five games - but licensed education they will be fully valued by any BBC Micro owner.

Playgroup People Stories (1/85)

Start in Playgroup, the year of development by walking down in Alphabetical Order (A-Z) and Learning.

Galactic Wipesw (1/85)

You will see alien stars and vector shapes as you transport the survivors of the planet to the new planet.

Shu Slashes (1/85)

Guide the ship through the 40 gas clouds and 3 flying robots and landing smoothly.

Viper (1/85)

Go do the snake around the arena using a micro-switch at your tip. Auto-flow to the start if you reach finishing, emergency timer to rescue the snake in 10 seconds.

3 in 1 (1/85) (2/85)

The world of Berengaria for the younger enthusiast includes 'Ten Fingers', 'Paint by Numbers' and 'Demopix' - plus your way to freedom involving relative to find out what is in your young Catapult - where you have to extend the balls from an - making little fire.

Ed-Paftr (1/85)

The program uses the question containing the details of her with object and touching. All questions only be programmed by the teacher if you do not right support units of 20 questions each. Questions and answers will be changed as often as you wish. The computer will define you if whether there is the correct answer or not, but checking presented at help to correct within the program to find the correct answers. The names of up to 40 pupils are stored in the unit, the names and the age is installed for - simple.

Small Troll (1/85)

Help the one because from the water has fallen into before he drowns to death. There are two old levels to this game.

Mathsbox (1/85)

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GAME: SPACE ADVENTURE
MACHINE: BBC MODEL B
JEYTIKON: OPTIMINAL
CATEGORY: ADVENTURE
SUPPLIER: VIRGIN
PRICE: £7.95

In *Space Adventure* you control a small (animated) figure as he explores the rooms of an abandoned space ship. The object of the game is to collect four power crystals, but first you need to find the keys for the rooms in which the keys have been locked away.

You are armed with a plasma and a blaster, either of which you can use against the vicious, hostile aliens who



inhabit many of the rooms you have to pass through.

The top half of the screen gives you a view of the action taking place while below is a map of the space ship as you

can see which room you're in, together with a status display of your energy.

The basic enjoyment requires a lot of skill at the higher levels, though finding all four crystals before you are wiped out tends to be a matter of luck.

Since you only have one life, you will often find yourself starting again at the beginning, but the game builds sufficient interest for this not to matter. Recommended.

Graphics	7
Sound	3
Ease of Use	4
Originality	4
Learning Interest	4
Overall	4

GAME: COSMIC ADVENTURE
MACHINE: BBC MODEL B
JEYTIKON: NO
CATEGORY: ADVENTURE
SUPPLIER: ALIENEX
PRICE: £5.95

Alienex's version of *Asteroids* looks in just over two minutes, and on making down a few differences to the standard version. The display is white on blue, and there is a panel on the right which takes up the two aspects of the screen, put to point your score and reward you at the high score you are waiting for.

Ship movement is accomplished using the Z and X keys while you thrust with the arrow key and leap into hyperspace using the space bar.



You fire by pressing the arrow key but the mouse is amazingly slow. The thrust control is even sensitive than that, so doing a point-to-point involves a greater degree of precision than usual. The action is accomplished by some

rather unexpected sound effects that give an edge to the screen after a while and which cannot be turned off. Blasting the asteroids in this version sends them spiralling away from you as well as shattering them. The occasional *Spaceman* is small and speedy, and so far is frustratingly accurate.

Nevertheless, the game plays very smoothly and for *Asteroids* has a could offer many a happy hour of frustration-free play.

Graphics	6
Sound	5
Ease of Use	4
Originality	4
Learning Interest	7
Overall	6

• ELECTRON • ELECTRON

GAME: SHOOTER
MACHINE: ELECTRON
JEYTIKON: NO
CATEGORY: SIMULATION
SUPPLIER: VIRGIN
PRICE: £5.95

Loading and running *Shooter* is straightforward — you get an intelligently designed tool page that successfully alerts your appetite for what is to come. But actually playing *Shooter* is a different matter once things get hot.

In the real world, snooker is a game of skill, but in this version it has become more a game of chance — and a frustratingly unsatisfying one at that.

It's not that the graphics are poor. Apart from the brown ball and the annoying flacker of balls in motion, the display is attractive, and can draw



your eyes hypnotically.

Unfortunately the display and the various options, such as ball deletion and 'trial' play to your opponent, do not make up for contextual errors with the laws of physics.

Without rebound from the cushions a reliable and predictable, when two

balls collide, you get unpredictable table results. This does not sound like that coin-operated machine makes real snooker, or such fun to play.

In actual play, the table occupies the top half of the screen, and you position a white cue to indicate the direction you wish your ball to travel in. Speed of travel is varied by the time you spend holding down the space bar, and on releasing it, your ball spins across the table.

Only if you are very keen on *Shooter* and can't wait for a better version, should you consider this version. Recommended.

Graphics	5
Sound	3
Ease of Use	3
Originality	3
Learning Interest	3
Overall	3



**NAME: REVENGE OF THE
MUTANT CAMELS
MACHINE: COMMODORE 64
SYSTEMS: REQUIRED
TYPE: ARCADE
SUPPLIER: LAMAGONY
PRICE: £8.99**

Here it is, inside the box - the game you've all been waiting for. A pulsating shoot-'em-up featuring no less than 42 separate attack waves, unresponsive graphics and sound, and more laughs than Kenny Everett.

Our rackable, pan-tilt-zoom viewing of the game, caused a sensation in the office and almost caused a breach of the peace (except now see each other).

The game is a sequel to *Blasphemous Attack of the Mutant Camels* in which you used space ships to try to stop advancing alien camels - a scene cribbed from *The Empire Strikes Back*.

In *Revenge of the Mutant Camels* the tables are turned. You are the camel who has to advance through waves after waves of extraordinary no-nos.

And when I say extraordinary, I mean extraordinary.

You start off happily enough with birds flapping across the screen and dropping 180-ton weights on top of you. But then come the rain-camels which rain cats and dogs - literally.

The next attack is *Mecha Minter* - an animated drawing of the programmer himself accompanied by his favourite tunes.

Succeeding attacks are wheezy wheelies, mutant mutant combs, Terry's like telephone kiosk kangaroo on fire, exploding sheep, music mania, bird eggs, and Alan Jayatan.

And that's only for starters. When he put the game together, Jeff Minter decided that anything and everything he came into contact with was suitable material.

Jeff lives close to Gouernon Corn men, so naturally enough crabs, snails and CND protesters make up one attack wave.

Another attack wave is made up of alien cigarettes which turn to smoke when rapped and teapots which try to pour tea on to you.

But the main source of ideas is the world of memo games itself. Our heroic camel is assaulted at one point by directly identifiable Spectrum computers.

(If you hit them, all the rubber keys fall out and bounce all over the screen.)

Another hilarious attacker is the original *Panama*, accompanied by its chorus phrase, while the 38th alien wave is called *Attack of the Aerial Software*.

As in *Mutant Minter* you will also see a tip at Minter's heavily typed P page 11.

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OF THE MONTH • GAME OF THE A

George programmer Eugene Evans.

Speaking of *Mutant Master*, I wonder where Mister got his ideas for attacking towers with flipping coins, and telephones with giggling mailmen?

It's all great fun until you remember you're supposed to be destroying these things.

As destiny enacts, you get fire at it by holding down the fire button, and pointing your joystick in the direction you wish to fire in.

You can also get your cannon to jump or duck in a comic, fully animated style. The graphics are indeed remarkable.

Throughout the game your cannon is walking along against a beautifully drawn background which scrolls smoothly right to left. The background features fantastic buildings, including spires, palm trees, and pyramids with hieroglyphs.

And don't forget the sound. The game opens with the best piece of music I've ever heard on a console — especially supplied by a friendly concept painter.

Just before your cannon embarks on its voyage you get a chilling, hair-tingling screen which lets you know in no uncertain terms that the next few minutes are going to be disastrous.

As soon as you've got any good, each game will last at least half an hour. That's because you have the controls as if you had one for a purpose, which can withstand a certain number of strikes.

Even so, if I take you days of practice to get past about the 10th attack wave.

Another attractive feature of the game is that you can set the first 12 attack waves to come in random order. This means you won't get bored by going through the same order each time you play.

However if you do use this random option, you're still left with the best challenge of 10 unknown attack waves when you've mastered the first 12.

Of course, if you do ever get through the last — and it could take years — you simply go back to the beginning, but the time you have never so long to practice in such a way.

All in all then, *Range of the Mutant Cannon* is a miracle of programming which should provide hours of high-quality entertainment. It's a game above and beyond that the Commodore 64 has control of age, sex, games, machines.

In fact, Commodore ought to give Jeff Minter a medal. His program is the best means I've yet come across for buying out of the cash machine. CA

Craphics	10
Sound	10
Ease of Use	8
Originality	9
Value for Money	10
Overall	10



Jeff Minter — inspired by casual games and a warped sense of humor.

Range of the Mutant Cannon is the result of just two months' frenetic work by one of the world's most brilliant games programmers — Jeff Minter.

The days when he was in the night mode, he would start work on the Commodore 64 in his bedroom at 100 and continue right through until late at night.

"You just have this one thing on your mind," he said. "It really is like being addicted to something."

"I wanted to write a game that you could play for three hours and still not have seen all the stars."

After writing a series of routines to allow him to create and save his maze files, he found he could introduce as many as four waves of stars in a single day of programming. But, why waste

teletext books and Babbage time? "I've got a warped sense of humor," he admits.

Jeff also loves mazes — at least maze games. To develop the brilliant animation of the screen casual, he spent hours at the computer studying the real thing.

"When I drive to my new place I'm going to have my own home. I don't think I'll be able to keep a car!"

At 21 years old Jeff is extremely short, one thing "I am not a whizz kid," he says, "I'm not a kid. I'm not another Eugene Evans. That's why I keep my beard."

And what is his next mind-blowing game going to be? Well, I've always loved *Starliner Galaxica* and I do love the Resident. That's all I'm saying.

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N • VIC 20 • ELECTRON

NAME: ATAROS
MACHINE: ELECTRON
JOYSTIC: OPTICAL
CATEGORY: ARCADE
SUPPLIER: ACADEMY
PRICE: \$9.99

Ataros gives you and your Electron the chance to try your hand at that old favorite Asteroids. It is a faithful adaptation of the arcade original with no kinks apart from the addition of a laser facility.

For the benefit of the small minority unfamiliar with the genre, you control a ship which you can maneuver



about the screen. Asteroids of different shapes and sizes pass in all directions, together with the occasional enemy

space miner.

Your task is simple — blast everything in sight, and avoid collision and the alien minner to stay in the game.

Pressing the space bar will project you through hyperspace to another part of the screen.

Those of you determined to add this will score favourably to your collection could do a lot worse.

Graphics	5
Sound	5
Ease of Use	4
Originality	6
Lasting Interest	6
Overall	6

NAME: MASTERS
MACHINE: ELECTRON
JOYSTIC: OPTICAL
CATEGORY: ARCADE
SUPPLIER: ACADEMY
PRICE: \$9.99

Masters will be familiar to those of you who have tried your hand at Space Fantasy the arcade.

The screen is divided into separate levels and you control a small figure who can move from level to level by climbing the ladders provided.

Throughout the game he is pursued by the monsters of the title — some of which



look more like apples than anything else — and his only defence is his sword, which he can use to dig holes in the floor.

In their haste to make a meal of you, the monsters fall into the holes which you just dig for them so they can't chamber out.

Progressing through the different screens in this version brings you into contact with red, green and white monsters, some of which need to fall through more than one hole before giving up the ghost.

Graphics	7
Sound	6
Ease of Use	6
Originality	1
Lasting Interest	7
Overall	6

NAME: STARSHIP COMMAND
MACHINE: ELECTRON
JOYSTIC: OPTICAL
CATEGORY: ARCADE
SUPPLIER: ACADEMY
PRICE: \$9.99

Starship Command is an exciting game in which you charge alien craft across the universe and either run them, shoot them, or space them — according to your whim, and your energy level.

The display is divided into two: a view of deep space with your ship in the centre, and a status display of the various functions available. These in-



clude shields, weapons, ship orientation, acceleration, score and energy level.

As you boldly roam the universe, your

ship remains stationary while the rest of the display advances, retreats and revolves disconcertingly about you. So mastering the controls is the key to the game.

The graphics are good and the sound effects well executed. The screen waxes and the high score table is cleverly generated too.

Graphics	7
Sound	5
Ease of Use	5
Originality	7
Lasting Interest	7
Overall	6

NAME: COMEAS
MACHINE: VIC 20 GREENPANEL
JOYSTIC: NO
NAME CATEGORY: ARCADE
SUPPLIER: BUBBETT
PRICE: \$4.99

Comeas is a dull version of Galaxiana. The aliens have little graphic interest, they look rather like snakes moving down iron tubes.

As the aliens near the bottom of the screen, the previously red or green



lights turn white and start moving

from side to side.

But even this does not increase the interest of the game, since it is far too slow and the sounds are far too bland.

The screen-filling slow-moving version of an arcade classic is very disappointing.

Graphics	5
Sound	5
Ease of Use	5
Originality	2
Lasting Interest	2
Overall	2

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TANK ATTACK

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NAME: BOBBI
MACHINE: VIC 20 PLUS OR 40
16K

JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: AMIBORING
PRICE: £7.99

The loading game no problems, but any difficulties would have been minimized because Audiogenic gives you two copies on each side of the tape.

You use the joystick or four well-chosen keys to move the little workman around.

The figure is really endearing in that the use of colour graphics is good all round.

You are presented with a screen of various layers, linked by ladders of varying lengths.

A good feature is that every game is different because the placing of the ladders and the boxes which you must



collect are random.

You always start at the bottom layer, and the red monsters which try to stop you start at the top.

You pick up the boxes simply by walking past them, and you go up and down the ladders under your own control.

You can't jump off a ladder other than when you have previously reached a particular floor so that you must operate coolly under stress as the Bombs get

near.

You score highest by clearing all the boxes without being caught. The faster you go to the next level of play, with the boxes worth more points - but the time-out/continuation number.

As going to the third and highest level takes a lot of skill.

I liked this game. It is not a shoot 'em up and your success is likely to be kept going by the concentration. First time the ladders and boxes may be more suitably placed!

It lacks skill levels, which is a pity, but score ratings mean it can be used by any number of people as a form of competition. **DM**

Graphics	8
Sound	6
Rate of Use	9
Originality	8
Loading Interest	7
Overall	8

NAME: SCRAM-26
MACHINE: VIC 20 UNEXPANDED
JOYSTICK: YES
CATEGORY: ARCADE
SUPPLIER: ARTIC
PRICE: £3.99

Most versions of Scramble for the micro game the Vic 20 are a profound disappointment presenting the player with lousy graphics, weak sound and dismal play speed.

Scram 26 though is different. It has the sharpest and fastest Scramble game around for the machine.

The clearly coloured graphics give a good approximation of the arcade land speed with jagged mountains deep



canvases and rocky banks. Also games are the familiar opponents awaiting up to send you to your doom.

In the game canvas are the multi-track/line bouncing and UFO's - a prob-

lem for even the most experienced of pilots. However you will encounter the purple tanks and the various white birds.

Should you survive all five sheets you will arrive at your ultimate goal - the carry flag.

Scram 26 is an exciting program but does have one drawback. It is so fast that it might be better you want to reach your destination. **PC**

Graphics	8
Sound	6
Rate of Use	5
Originality	7
Loading Interest	7
Overall	7

NAME: ZEBRON'S KIBORON
MACHINE: VIC 20 PLUS OR 40
16K

JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: EDAMIK
PRICE: £4.99

The game is a variant of King. You must go through five traumatic scenes of experience as you finally get a chance to crack the evil giant Zargon.

The use of high resolution colour graphics is outstanding and sound is well handled.

On level one you climb ladders to the top of the screen while avoiding bombs. You must then move, step on to a sliding floor



Part two sees you struggle to your way from the top to the bottom of the screen by jumping from moving ball to moving ball.

After climbing a rope you must run under the Gargade. These monsters will fall when their wings turn green!

Arriving at a boat you avoid octo-

pods until they too change and you then catch two of them.

Level three sees you running across wires, avoiding rockets in tunnels and leaping through open pipes.

At part four you avoid electric bolts and Wild Trackers. Level five is replete with Robots of Death, which you see digging holes and dropping bombs.

Finally you kill the Zargon by shooting him in the mid of the nose, whilst his mouth is open.

Overall this is a very good, tough game. Even old hands will find it totally nerve tickling. **DM**

Graphics	7
Sound	7
Rate of Use	7
Originality	8
Loading Interest	8
Overall	8

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GAME: SPACE SHARK
MACHINE: VIC 20 (UNEXPANDED)
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: COMMODORE
PRICE: \$4.99

Space Shark really should be called 24-Hour-a-Day Shark since the object of the game is to guide your torpedo through levels while gobbling up the eggs which lie on the bottom.

The snake in question consists of steel ribs, supports and appears speeding through the course. Using the A and 2 keys to move up or down, you must avoid the many obstacles which block the entrance to the course.

Should you survive these obstacles, your snake goes on an unexpanded



roller-coaster ride as you climb and swoop trying to avoid the tunnel's exits.

If you run low on the eggs, you escape at the side and to replenish more missiles and another level, then this narrows and later if you suffer from claustrophobia, play a different snake game.

Space Shark's colour is good, giving me every time you lose one of your three lives. The graphics are uncomplicated and satisfactory.

An added bonus is that since you are only two keys, you might find a time to do other things. You might try changing the snake with your choice.

Although the game relies on a simple idea, it is executed very well and is good value for the unexpanded VIC. **PC**

Graphics	3
Sound	5
Ease of Use	4
Originality	6
Learning Interest	6
Overall	7

GAME: TRAP
MACHINE: VIC 20 (UNEXPANDED)
JOYSTICK: YES
CATEGORY: ARCADE
STRATEGY
SUPPLIER: COMMODORE
PRICE: \$4.99

There you are, surrounded by a brick wall with only one narrow exit. So off you go down to the bottom of the screen. Suddenly, stray levels start appearing to block you at various points.

At the lower levels of this engaging game, your man has little trouble in negotiating these obstacles to freedom. In fact, it's so easy the game hardly



comes worth playing.

But, step up to one of the higher of the levels and the scenery comes crashing down around you. Before you know it you have been backed into a

big game.

The only choice left to you is to take one of the two oblong white blocks and demolish your tiny prison. Again you won't be caught more than twice, before you make good your escape.

Graphically, Trap is not very interesting, consisting of a characterless little man and simple red bricks. But at its higher levels it can become a test and competitive test for freedom. **PC**

Graphics	4
Sound	5
Ease of Use	5
Originality	3
Learning Interest	6
Overall	6

GAME: STARSHIP ESCAPE
MACHINE: VIC 20 PLUS 10K
JOYSTICK: OPTIONAL
CATEGORY: GRAPHIC
ADVENTURE
SUPPLIER: SAMSUNG
PRICE: \$5.95

Compelling, exciting, full in its colour graphics and superb sound results the hype on the package. Utterly nasty. StarShip Escape can't live up to this.

The graphics are of the lowest found in more games, and the characters do repetitive, absolutely boring.

You use the joystick or keyboard to steer around made on stars that into which you have been attracted by a Power Cloud Entry.

This has dumbed your craft and put the bits in various rooms within the spaceship.



You now travel from room to room navigating the gauntlet. There you take back one of a beam to the attack.

If successful, you reassemble your ship and escape.

Of course, you never had a chance of doing this, possibly, because instead of stars, attack, driving you back to the attack.

You have a laser, but it is of limited stopping power.

You have a limited sound used all the time. 10K is found in a random log, 1 ton, and break pool here and by 1 accompanying you in your travels.

His value is not magnetic personality, 142 11, and he attacks all the stars in the room towards him, leaving you to... legs, 4 up the bits in the room.

Two functions called, that stop and map, let you, press, the gas for a brother and show you where you are.

The game is tough going, even at the lowest of the four levels of difficulty.

It would be greatly improved if the ray had more, were redimensioned with more elaborate graphics. **3.5**

Graphics	3
Sound	7
Ease of Use	7
Originality	9
Learning Interest	3
Overall	4

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A machine test for the games addict

MEMOTECH

David Janda checks out the potential of the smart new MTX computers

If you want to buy a newly released computer primarily to play games on, the overriding consideration should be how many high quality games programs are likely to be produced for that machine.

This is an extremely difficult question to answer as it depends on how many other people decide to buy it and on whether the program writers think it'll be a seller.

There are no doubt indications yet that Memotech's new computer will take off.

Seeing this is said I've covered the Memotech thinking of both the straight games player and the program writer.

The Memotech MTX 990 and 912 micros incorporate some sophisticated graphic commands as well as an assembler and 'draw panel' machine code monitor both should promote the game programmer with powerful tools to write and test his own software.

The machine comes as a large box which contains not only the machine but also a power supply, the manual and leads but also a demonstration tape cassette hand cleaner paper blank cassette and two games from Commodore Software to get you going.

The MTX micro itself is a very refined, professional styled machine which looks and is larger than most. Housed in a black integrated aluminium case, it has three sets of keys: the main keyboard a 12 key numeric pad, and eight function keys.

On the back of the MTX there is a number of sockets for the TV lead cassette recorder and power supply. Also sockets are provided for external video, composite video, printer port, cartridge port and two joystick ports which will accept the Atari type of joystick.

For further expansion there is space for the two 16K128 ports which require a communications board.

Features

The MTX 990/912 uses a Z80A processor running at 4MHz - a standard speed.

In the 24K ROM board inside the machine Memotech have managed to cram in 147. The illustration a whole host of graphics commands just tabs, which will no doubt facilitate games design.

Indeed, Memotech have made a big

deal about the graphics in their adverts saying they are of the Logo type. But the fact is that they are not like the MIT (standard) Logo commands and I can't help but wonder why BIAL Logo commands were not included.

The machine itself supports two display modes text and graphics. In the text mode you have 40 columns by 25 lines and 16 colours can be set for the row and screen. MICHIEY - the text based language which is also incorporated into the machine - can be used to define 'pages' of text which can then be accessed by MTX Basic.

The graphics mode allows you to display both graphics and text although the text is limited to 32 columns by 24 lines.

A graphics resolution of up to 256 by 192 pixels is possible and in text text mode 16 colours may be used which are white, grey black light green, medium green, dark green, light yellow, dark yellow, light red, medium red, dark red, magenta, cyan, light blue, dark blue and transparent.

If you take away the shades of colour you are left with nine different colours.

For smooth on up to 32 graphics may be defined. Basically a sprite is a character which can be moved about the screen without too much loss.

The character set can be redefined as well as 32 others. Of the 25 screens may have such bits of the character - different colours. The defining of user definable characters and sprites is made quite easy with the use of the character command.

No game overlays in worth a look if it shows I use steps and props. The MTX uses two screen commands which can be used as what Memotech call direct or continuous operation. Direct operation plays a frame until stopped and can however operation allows a sequence of frames to be played.

The continuous sound creates the noise from a buffer which is an area of memory set up by the OS, I've assumed.

Finally for the machine code program monitor an assembler is incorporated which supports the use of labels. Also to define your programs a front panel machine code monitor is included which will enable the user to debug machine code programs.

Other features are the 8051/80C11 dump register display, assembler by interrupt and so on.

Documentation

To get an idea of how to use all the features the machine has to offer you need a good manual. Unfortunately the manual that comes with the MTX can't be considered adequate.

Split into two main parts it attempts to teach Basic in the first, and then goes on to give details about the program board and so on.

The author has managed to write a very long text which does not give enough detail and instead writes on about the most trivial things in its present state I would recommend that anyone goes the manual a thorough reading three or four times before embarking on any projects.

MTX Basic Commands

AND	OR	PRINT	PRINT
ARC	OS	GRAPHIC	END
ATN	PRINT/END	GRAPHIC	END
AUTO	SCREEN	GUT	SAVE
CHSE	SPRT	PICT	SON
CLARE	SPR	PICT	SON
CLS	SPRT	PICT	SON
COMET	LIST	PRINT	STOP
CON	LIST	SAVE/DELETE	TEXT
DATA	LIST	SAVE	TAB
DEF	LOAD	END	TAB
DEF	LOAD	END	TAB
EXP	LOAD	SET/END	TEXT
FOR	LOAD	SET/END	TEXT
FOR	LOAD	SET/END	TEXT



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Apocalypse is published under licence from The Games Workshop Ltd



As well as controls for the TV lead, cassette recorder and power supply, the MTX carries sockets for external audio, composite video, postcard port, settings port, and two Atari joystick ports.

In use

My general opinion of the MTX is that 90 per cent of it is great, but the remaining 10 per cent is not.

While entering programs, the screen shows a blue background with white letters. If you don't like this appearance, then tough, it can't be changed. This also applies to the front panel which is brightly lit (or so it is).

Loading programs is easy enough. The MTX does some syntax checking when a line is entered and if something is wrong, then a cursor points to the offending piece of code which can then be amended.

As I've mentioned, the good points of the machine include the graphics commands. After a short while I was drawing arcs and circles and moving sprites about without too much trouble. I was impressed with the speed of the sprites and I can imagine some good games being written on MTX Basic.

The sound command is also quite easy to master and interesting effects can be produced with a little practice. A point worth noting about the sound is that once a note or sequence of notes is stored, your program continues. It would be possible to have a little more message about the access to a tone, unlike the Spectrum where programs execute a note when a key is scanned.

On the minus side, the MTX Basic lacks the good old BASIC PVN statements which allow you to define functions. In many ways such a feature fits in naturally because it allows you to do some calculations, stay in between moving an object. As it is, the lack of DEF FN means that calculations will have to be performed in sub-routines instead, which is not so good.

The machine has some other address such as not being able to define local colours within text mode, an unsupported cassette film and so on. Even though the machine is very professional, Memotech could have used a ZX81M for the Basic, that would have allowed them to do a really professional job—in Accord with the theme.

Software

Commercial software has been set up to produce software for the MTX series and they are going to be releasing quite a lot of games in the near future. The two games—*Thunder* and *Dragonite*—which come with the MTX were produced by them and although hard to judge, were quite good compared to other releases available on other machines.

There will no doubt be some of the old favourites such as chess, puzzles and so on. And I understand that several software houses were given earlier models of the MTX 500 so that they could develop programs.



Verdict

In terms of value for money, I think the MTX is a very good buy for about £400 (no state model). But I can also see the micro enthusiast looking out the cash for a very powerful machine to use as a development system.

On the other hand, I would suggest that the average buyer looks at the machine not only for games playing but also general purpose usage.

MTX Sound Commands

Soundchannel, frequency volume, waveform, frequency, volume, retrigger, tone, auto-stereo, sets the number of blocks of memory for extended sound commands.

MTX Graphic Commands

ARC(x, y)

ARC(x, theta)

ARC(x, y, theta)

CIRCLE(x, y)

CIRCLE(x, y, radius)

CIRCLE(x, y, radius, fill)

CIRCLE(x, y, radius, fill, style)

CIRCLE(x, y, radius, fill, style, color)

CIRCLE(x, y, radius, fill, style, color, size)

CIRCLE(x, y, radius, fill, style, color, size, style2)

CIRCLE(x, y, radius, fill, style, color, size, style2, style3)

CIRCLE(x, y, radius, fill, style, color, size, style2, style3, style4)

CIRCLE(x, y, radius, fill, style, color, size, style2, style3, style4, style5)

CIRCLE(x, y, radius, fill, style, color, size, style2, style3, style4, style5, style6)

CIRCLE(x, y, radius, fill, style, color, size, style2, style3, style4, style5, style6, style7)

CIRCLE(x, y, radius, fill, style, color, size, style2, style3, style4, style5, style6, style7, style8)

CIRCLE(x, y, radius, fill, style, color, size, style2, style3, style4, style5, style6, style7, style8, style9)

CIRCLE(x, y, radius, fill, style, color, size, style2, style3, style4, style5, style6, style7, style8, style9, style10)

CIRCLE(x, y, radius, fill, style, color, size, style2, style3, style4, style5, style6, style7, style8, style9, style10, style11)

CIRCLE(x, y, radius, fill, style, color, size, style2, style3, style4, style5, style6, style7, style8, style9, style10, style11, style12)

CIRCLE(x, y, radius, fill, style, color, size, style2, style3, style4, style5, style6, style7, style8, style9, style10, style11, style12, style13)

CIRCLE(x, y, radius, fill, style, color, size, style2, style3, style4, style5, style6, style7, style8, style9, style10, style11, style12, style13, style14)

CIRCLE(x, y, radius, fill, style, color, size, style2, style3, style4, style5, style6, style7, style8, style9, style10, style11, style12, style13, style14, style15)

After previously defined sprite

Adjusts angle in radians

Adjusts angle by x

Draws arc of a circle

Adjusts attributes

Draws circle with radius r and center x,y

Sets colour for graphics screen

Creates virtual screen

Moves cursor to x,y

Control sprite parameters

Draws line of x,y to x2,y2

Enables direct access to input

Disables character patterns

Reverts to previous graphics screen

Sets foreground colour

Moves sprite

Sets paper colour to x

Plots a point on graphics screen at x,y

Plots a character at current cursor location

Creates sprite

Moves graphics screen relative to sprite plane

Selects virtual screen



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THE PEN-AND-PAPER WAY TO WIN ADVENTURES

You are in a darkened room. It's just midnight. Your face is lit by an eerie light and you fumble strange inscriptions as your fingers write to invoke the magical symbols. You come and gather to you first yourself, once again, in the Colossal Cave.

Any fellow addict of computer games will recognize the symptoms and a successful adventure player will spot some even more significant indications that you don't really know what you're doing: no huge sheet of paper with a scribbled map of your wanderings upon it, no bits of string and sticks and colored pens.

For it's the ironic fact that this pastime — it is really a kind of obsession — which seems eminently suited for the age when writing materials finally become obsolete, really needs actual pencil and paper in your side before you can play it properly.

You are a just wizard and now read the song — or rather you can, but it's the way to absolute frustration, unless you have the ability of a Nostradamus to keep all the waves in your mind as a sheet.

On the other hand, though adventures were played with boards and dice long before King Gygis invented Dungeons and Dragons, back in the mid Fifties they really are suited to the computer world, which is not to spell out our intentions any day if it can.

No pencil shapping drives the tree that stands in your way, you haven't got an old Nostradamus a ledger to check out all the hair — you haven't read where you've got to live.

In fact you'll probably have to make a which means that sometimes, in these days, dark caves, you've got to find wood, stone and some rocks.

Meanwhile, in a manner closer to real life than most any pen-and-paper computer programs, things have a certain fatal all-being made irreversible.

That law is your way to big and funny, and bad temperal, but it also likes heavy which you get stuck up a few caves back. If you could persuade it to stop (hard) if a plank which you cross the chasm and jump the last foot or so, you might just make it.

On the other hand, you might just plunge to your death, making your paper synchronous.

For this is a game where you have to discover the rules as you go along, which makes a bit like real life. No one hands a new born babe a handy set of



rules on how to play the game when it comes landing into the world.

Of course, in adventure games your average 32-K memory can't possibly offer the variety and challenge that a real adventure can. The authors of the definitive guide to such games, *What's Dungeons and Dragons?* (Penguin) not of electronic adventures. These games tend to be more problem solving exercises, interesting enough for hard-core computer freaks, but leaving us as frequenters longing for a bit of cold steel and some random violence.

When you consider that the very first computer adventure was written for a little 308K, run by professional prog-masters on the grassy old (but maintenance) through the midnight hours, you can see why they might think that

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WHAT IS AN ADVENTURE?

An adventure is a type of game in which you, the adventurer, take a world specially created by the computer program.

It might be a mysterious island, or a magic castle, or a network of dungeons or another planet.

Your task is to explore the world and carry out a number of tasks. You may have to discover treasure, or answer a riddle, or rescue a trapped maiden, or solve a series of problems.

But unlike an arcade game where you directly control a figure on screen by pressing keys (so-called 'real time' games), in an adventure you progress by typing short sentences to tell the computer what you want to do.

And usually the computer will tell you where you are, and what's happening, usually through text printed on the screen, although a growing number of adventure programs now actually show pictures of the various locations.

The attraction of adventures lies not in the text and various kinds of arcade games, but in their ability to pose complex and intriguing problems, and to take the player into a world of rich variety.

A typical adventure will offer you from 50 to 200 different locations — and at each location there may be special objects for you to discover and things to do.

Often you can only find out by trial and error what you have to do. For example, if you get stuck in a room, it

may be because you don't have a certain object with you — a key, perhaps.

And the possibility that the key is not next night is the other side of the adventure world, and that to get it, you first of all need to be able to talk bigger with a lot of gold. And of course the bag of gold may be hidden away in a locked cupboard.

A good adventure should provide more an expert with quite a few hours of mystery, so if you're a beginner be warned: it may take you months to complete the task.

Perhaps the most difficult part is discovering the world, the computer understands. You normally have to hint yourself the two-word verb noun and noun verb to get them or avoid them.

In addition some one word sentences can be very helpful. For example, if you want, you may try: The letter will usually read what you're saying.

Incidentally, most adventures will accept abbreviated forms of words, say for instance, and so on, or simply in the first letters.

A good general strategy is to explore the adventure world thoroughly first of all using plenty of verbs and nouns. Then you should collect as many useful objects as you can discover and simply start trying to do things with them.

If you refuse to be frustrated by securing dead ends you could find a whole new world opens up to you.

ADVENTURES

If you were setting out on this adventure for real, you'd try to get a map wouldn't you? Even Jim Hawkins and Long John Silver started with a map, for goodness sake! Well, there isn't one, so you're going to have to draw one yourself along.

With this map (it's really more of a plan) you can start marking around inside your dungeon or whatever, marking notes of your exploits as you go, such as solid walls or not, but the contents of each room is clear: whether it's light or dark, what hazards exist (such as traps if you have to cross them), and how in case if you build a bridge, it may just may be there if you have to come back!

Don't be surprised if you move from one room south with no difficulty, but find the door locked and barred when you try to move northwards. Along your tracks. Cheating? If you like, but always have been known to blow that, you know.

Even worse: dungeons don't always work out as easily as you might like. If going west from location A takes you into location B, it's possible that going south from it will get you back to A—but you have to remember that the locations may be quite large and that there are such things as curving paths.

You should also take making two lists of nouns and verbs (e.g. things you discover in each location and things you do with them).

You'd do well to draw up a list of possibilities before you start playing. For instance, if it's a game adventure, you might come across treasure, a cunning patrol map, run, lantern, sword, and of course a bonded pirate.

You could buy the treasure, whereby it isn't a danger (why it gives it, you do the pirate to get out from?) you could believe capture, except (darker) or even kill the pirate (but the purpose of the game depends on it, kill with with "With you here friends? You haven't got the strength!").

Remember your ladder. If you try to light the lantern you may be told you have to find some oil first, and then some matches, then a candle, but then you'll need some lighter fluid, and so on.

And remember, there may be some later when, but you'll only find out which is which with experience. A thief may not be much good, until you try wrong, it and discover it's a magic word! Many an adventurer has used magic, to get across the unbridgeable Uman.

And work on the assumption that there is some reason for everything you see told. On the floor are some greeny rats. Why greeny? Perhaps they're coming in handy when your lantern runs down. An empty mailbox? Perhaps you'll find some matches later. The door is



slightly. Does that mean he'll be less grumpy, or more dangerous if you do disturb him? You'll have to work it out.

Some games will demand your abilities: how strong you are, how large (or small) remember Alice in Wonderland and the drink she had to lose intelligence. You may be able to push and choose what sort of person you're going to be, but fear to avoid that from rarely goes with honor, unless you manage to do otherwise.

one solution — or the chosen may be changed by a random number generator. However much it changes, though, the notes and maps will probably stay the same.

Look out for foobly traps — these will certainly not be in the same place the next time you play the game. If you get yourself into a dead end, there's a sporting chance you can get out of it, but this is subject to it to be true.

You'll have to work out how to repair the various electronics and other, are likely to be. You may wonder yourself with the best (and you'll have to go to find the full repair every case you need to see. And that little old man in the town first class may be Canada if the maps are as obscure. Perhaps the description gives you a clue, or advertisement (if not in making) a closed, held, paid, usually, domain, just selected and probably maps.

And a flag may be an enclosed person or person (you have to know a small lot of things before you meet any one person or person).

Most of all, what you need to advise, arrange, lots of spare time.

A single game can last hours, or days or weeks becoming well, would you settle for the rest of your life?

Most games allow you to save, your game up to quality time, so you don't have to go through all those preliminary steps again, but beware a proper advertisement was I, what you do the correct position of Grand Master if you want it, and quit. Better to leave the machine on, if you can afford the electricity bill and can read the implications of trying just one more verb and noun before you go to bed.

If your master's started complaining that this has become a computer window/whatever, then they can't see nothing yet.

Here's where you have goodbye to the human race.



A strong person may be weakened by an injury, and he may recover if he has a sleep. Anything what make characterizing, says you've got to be made? A demon with magical powers may be more your work (that's what happens in summer? Your powers may lead).

Such choices are in the higher echelons of adventure, and you'll probably find it hard enough to just soldier through the cases of the process or the puzzles or whatever being a simple lot of options.

And don't assume there's only one way. That program may have more than

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- 5 A brief explanation of the function of each part of the program
- 6 A table giving the meaning of each variable
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 Cheque for £ _____
 Card () _____
 Name of card _____
 Card number _____
 Expiry date _____
 Signature _____
 Date _____



ENERGY FIELDS

In this game you find yourself at the very heart of a nuclear reactor. And in the lap of atomic destruction a race of alien's is about going to nuclear war.

The alien will then try to escape along the power ducts to launch a series of destruction in the surrounding area.

As a Shield Technician, you are aware of their purpose, and have been ordered to sub-atomic dis, and are about to be launched into the system in a specially constructed tank.

Type in this program to see the Link.

```

1 BORDER W: PAPER G: INC 7:
CLS
2 REM PAUL STANLEY
3 GO SUB 9000
4 GO SUB 9010
5 LET N=0
6 GO SUB 9020
7 GO SUB 9030
8 PRINT AT 8,20:G
9 OVER 1
10 PRINT INC G:AT Y,G:"H!"
11 IF I<=4 THEN GO TO 7000
12 LET G=+.00: PRINT OVER G:G
13 M,G:G: LET G:G: GO TO GINT I:G
D:G:G:G:G:G
14 FOR G=1 TO G: PRINT INC G:G
15 Y,G:G:"H!"
16 IF I=0 THEN LET G=+
17 LET Y=1
18 IF I=0 THEN LET G=+
19 LET Y=1
20 IF Y=23 THEN LET Y=1
21 IF G=-1 THEN LET G=31
22 IF G=31 THEN LET G=0
23 PRINT INC G:AT Y,G:"H!"
24 IF I=0 THEN IF G THE
N GO SUB 1000
25 NEXT G
26 RETURN
27 LET G=1 FOR F=1 TO 4
28 LET G=1
29 PRINT AT 18+24F,15:G INC G:G
30 F)
31 GO SUB 60
32 BEEP .04:G
33 PRINT AT 18+24F,15:G:G:G:G:G
34 11+24F,15:G INC G:G:G:G:G

```




ENERGY FIELDS

```

130 GO SUB 60
140 BEEP .84,f#6
150 PRINT AT 11,2+f;10q#f);
160 NEXT f
165 IF x<6 THEN PRINT FLASH 1;
AT 11,2+f;10q; INK 6;"j": BEEP .1
,-30: BEEP .1,-20: BEEP .1,-20:
BEEP .1,-20: BEEP .1,-20: PRINT
AT 11,2+f;10q; INK 7;"j"
167 IF x=6 THEN LET 1=1:-.2: P
RINT AT 21,27; OVER @;INT 1;)"
"
170 GO TO 39
200 LET q=1: FOR f=1 TO 4
205 LET a=2
210 PRINT AT 11,2+f;10q; INK 3;@
#f);
215 GO SUB 60
220 BEEP .84,f#6
230 PRINT AT 11,2+f;10q#f);AT
18,2+f;10q; INK 3;#f);
235 GO SUB 60
240 BEEP .84,f#6
250 PRINT AT 18,2+f;10q#f);
260 NEXT f
265 IF x<6 THEN PRINT FLASH 1;
AT 18,2+f;10q; INK 4;"j": BEEP .1
,-30: BEEP .1,-20: BEEP .1,-20:
BEEP .1,-20: BEEP .1,-20: PRINT
AT 18,2+f;10q; INK 7;"j"
267 IF x=6 THEN LET 1=1:-.2: P
RINT AT 21,27; OVER @;INT 1;)"
"
270 GO TO 39
300 LET a=1: FOR f=1 TO 5
305 LET a=3
310 PRINT AT 18,15-2+f; INK 4;@
#f);
315 GO SUB 60
320 BEEP .84,f#6
330 PRINT AT 18,15-2+f;#f);AT
18,14-2+f; INK 4;#f);
335 GO SUB 60
340 BEEP .84,f#6
350 PRINT AT 18,14-2+f;#f);
360 NEXT f
365 IF x<6 THEN PRINT FLASH 1;
AT 18,14-2+f; INK 6;"j": BEEP .1
,-30: BEEP .1,-20: BEEP .1,-20:
BEEP .1,-20: BEEP .1,-20: PRINT
AT 18,14-2+f; INK 7;"j"
367 IF x=6 THEN LET 1=1:-.2: P
RINT AT 21,27; OVER @;INT 1;)"
"
370 GO TO 39
400 LET q=1: FOR f=1 TO 5
405 LET a=4
410 PRINT AT 11,16+2+f; INK 6;@
#f);
415 GO SUB 60
420 BEEP .84,f#6
430 PRINT AT 11,16+2+f;#f);AT
11,17+2+f; INK 6;#f);
435 GO SUB 60
440 BEEP .84,f#6
450 PRINT AT 11,17+2+f;#f);
460 NEXT f
465 IF x<6 THEN PRINT FLASH 1;
AT 11,17+2+f; INK 6;"j": BEEP .1
,-30: BEEP .1,-20: BEEP .1,-20:
BEEP .1,-20: BEEP .1,-20: PRINT
AT 11,17+2+f; INK 7;"j"
467 IF x=6 THEN LET 1=1:-.2: P
RINT AT 21,27; OVER @;INT 1;)"
"
470 GO TO 39
1000 IF x<6 THEN GO TO 1000
1010 IF x>9 AND x<22 THEN GO TO
1200
1020 IF NOT x>24 THEN GO TO 2000
1030 IF x>29 OR y<2 OR y>19 THEN
GO TO 2000
1040 FOR q=2 TO 19: PRINT PAPER
3;@T q,27;" " ; NEXT q
1050 BEEP .83,-10: BEEP .83,-13:
BEEP .83,-15: BEEP .83,-18
1060 FOR q=2 TO 19: PRINT PAPER
@;@T q,27;" " ; NEXT q
1070 IF x<4 THEN GO TO 2000
1075 LET a=+20
1080 LET q=0
1090 RETURN
1100 IF x<1 OR y<2 OR y>19 THEN
GO TO 2000
1110 FOR q=2 TO 19: PRINT PAPER
3;@T q,21;" " ; NEXT q
1120 BEEP .83,-10: BEEP .83,-13:
BEEP .83,-15: BEEP .83,-18
1130 FOR q=2 TO 19: PRINT PAPER
@;@T q,21;" " ; NEXT q
1135 IF x<3 THEN GO TO 2000
1140 LET a=+20
1150 LET q=0
1160 RETURN
1200 IF y>18 THEN GO TO 1300
1210 IF y<1 OR y>3 THEN GO TO 20
00
1220 FOR q=11 TO 20: PRINT PAPER
3;@T 1,q;" " ;@T 2,q;" " ;@T 3,q
" " ; NEXT q
1230 BEEP .83,-10: BEEP .83,-13:
BEEP .83,-15: BEEP .83,-18
1240 FOR q=11 TO 20: PRINT PAPER
@;@T 1,q;" " ;@T 2,q;" " ;@T 3,q
" " ; NEXT q
1245 IF x<2 THEN GO TO 2000
1250 LET a=+20
1260 LET q=0
1270 RETURN
1300 IF y>20 OR y<18 THEN GO TO

```

ENERGY FIELDS

```

2000
1310 FOR q=11 TO 20: PRINT PAPER
  3:AT 18,q: " 1:AT 19,q: " 1:AT 20
,q: " 1: NEXT q
1320 BEEP .85,-10: BEEP .85,-13:
  BEEP .85,-15: BEEP .85,-18
1330 FOR q=11 TO 20: PRINT PAPER
  8:AT 18,q: " 1:AT 19,q: " 1:AT 20
,q: " 1: NEXT q
1335 IF <0:1 THEN GO TO 2000
1340 LET s=s+20
1350 LET q=0
1360 RETURN
2000 PRINT AT y,s:"ha"
2010 FOR r=y TO 21
2020 PRINT AT r,s-1: INK 0:"j"
2030 BEEP .800,r
2040 PRINT AT r,s-1:"j"
2050 NEXT r
2060 LET i=i-1: PRINT OVER 0:AT
  21,27:INT i: " 1: IF i<=1 TH
  EN GO TO 2000
2065 PRINT AT y,s:"ha"
2070 RETURN
7000 FOR f=1 TO 60: PRINT OVER 0
  :AT 10,0: INK f/9: INVERSE i: "
  A N C O M E R: BEEP .801,f: NE
  XT f
7005 IF <0:6 THEN LET h=h
7100 PRINT OVER 0:AT 21,2: INVER
  SE i: "PRESS ANY KEY TO PLAY AGA
  I"
7200 IF INKEY<=" THEN RESTORE
  : CLS : OVER 1: GO TO 10
7300 GO TO 7000
8000 FOR f=000 "a" TO 000 "j"+7
8010 READ #1 POKE f,#1: NEXT f
8020 DATA 40,810,810,810,810,810
  11810,124,810,1011010,810,8101
  8100,40,0
8030 DATA 0,15,40,810,810,8100,4
  0,15,0,0
8040 DATA 0,0,0,24,24,0,0,0
8050 DATA 0,0,0,14,0,0,0,0
8060 DATA 225,190,189,187,187,18
  7,190,225
8070 DATA 0,42,24,42,24,62,0,0
8080 DATA 0,0,20,20,20,0,0,0
8090 DATA 96,248,249,239,249,240
  ,96,0
8100 DATA 6,15,159,247,159,15,0,
  0
8110 DATA 010,1010,33,76,195
  ,24,810,810,810,810,100,810,01
  0,810,810
8300 LET s=1: LET y=1
8310 LET a="dcb"
8320 LET b="adghe"
8400 LET c=0
8410 LET i:=0: LET p=5

```

```

8500 RETURN
9000 OVER 0: PLOT 120,93: DRAW 4
  ,0: DRAW 0,-4: DRAW 4,0: DRAW 0
  ,-4: DRAW -4,0: DRAW 0,-4: DRAW
  -4,0: DRAW 0,4: DRAW -4,0: DRAW 0
  ,4: DRAW 4,0: DRAW 0,4
9010 DRAW -40,77: DRAW 04,0: DRA
  W 0,-25: DRAW -04,0: DRAW 0,25:
  PLOT 04,145: DRAW 40,-52: DRAW 4
  ,0
9020 DRAW 40,52: DRAW 0,25: DRAW
  -04,-77
9030 PLOT 120,01: DRAW -40,-77:
  DRAW 04,0: DRAW 0,25: DRAW -04,0
  : DRAW 0,-25: DRAW 0,25: DRAW 40
  ,52: DRAW 4,0: DRAW 40,-52: DRAW
  0,-25: DRAW -40,77
9040 PLOT 122,09: DRAW -107,71:
  DRAW 70,0: DRAW 0,-144: DRAW -30
  ,0: DRAW 0,160: DRAW 30,0: DRAW
  77,-71: DRAW 0,-4: DRAW -107,-71
  : DRAW 30,0: DRAW 77,71
9050 PLOT 124,09: DRAW 107,71: D
  RAW -30,0: DRAW 0,-144: DRAW 30,
  0: DRAW 0,144: DRAW -30,0: DRAW
  -77,-71: DRAW 0,-4: DRAW 107,-71
  : DRAW -30,0: DRAW -77,71
9200 RETURN
9300 FOR f=1 TO 7: FOR g=0 TO 7:
  PRINT INK 0:AT f,f+2:"ENERGY FI
  LDS": BEEP .85,0: NEXT 0: NEXT
  f
9400 RETURN
9440 PRINT AT 10,0:"Board the tu
  be with your craft by setting u
  p energy shields at the 4 open e
  nds of the system. Attempting t
  o place a field at any place at
  fer than the end will result in
  your destruction."
9450 PRINT "Setting one up at a
  tube not containing an enemy
  will result in destruction also."
9500 PAUSE 0: CLS : GO SUB 7000
9550 PRINT AT 9,0:"Move with 10a
  p) & 2(down) but remember that
  you move right at the same time
  and going off the screen will p
  lace you on the opposite side
  ."
9670 PRINT "Place an energy fuel
  0 at a tube south with 0." "Letti
  ng an enemy past or self-dest
  ruction results in power loss
  and if this is too great then
  the game is over." INVERSE i:
  OVER i:"Press a key to start":
  PAUSE 0: CLS
9690 RETURN

```

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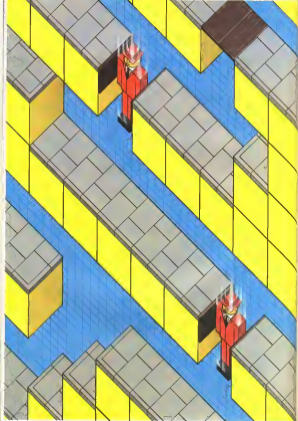
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```

100 'FALL GUY BY PAUL STANLEY
    REWRITTEN FOR THE DRAGON 32
    BY E. A. JACKSON
105 CLEAR 5000: DIM A$(13)
110 L=1:R=1:LP=1027:RP=1022:Z=0
115 GOSUB 330:GOSUB 300
120 PRINT$(L+32),CHR$(40);PRINT
R$(R+32)+31,CHR$(60);
125 C$=MID$(C$,2,20)+MID$(C$,1,1)
: C$=E$:PRINT$(449,C$)
130 GOSUB 240
135 IF Z=99 THEN 320
140 A$=INKEY$:IF A$="" THEN 125
145 L=L-A$="0" AND L<13)+(A$="0"
+ AND L>1)
150 R=R-(A$="L" AND R<13)+(A$="R"
+ AND R>1)
155 IF A$="0" THEN M=L:GOSUB 300
160 IF A$="P" THEN M=R:GOSUB 320
165 IF A$="O" THEN M=R:GOSUB 280
170 IF A$="W" THEN M=L:GOSUB 220
175 PRINT$(L+32)-32,CHR$(143);:P
RINT$(L+32),CHR$(62);:PRINT$(L+3
2)+32,CHR$(143);
180 PRINT$(R+32)-1,CHR$(143);:PR
INT$(R+32)+31,CHR$(60);:PRINT$(R
+32)+63,CHR$(143);
185 GOSUB 240
190 IF Z=99 THEN 320
195 GOTO 120
200 'MOVE LEFT
205 IF BL=N OR DR=N THEN RETURN
210 M$=MID$(A$(M),2,20)+MID$(A$(
M),1,1):A$=M$+M$
215 PRINT$(M+32)+2,A$(M);:RETURN
220 'MOVE RIGHT
225 IF BL=N OR DR=N THEN RETURN
230 M$=MID$(A$(M),20,1)+MID$(A$(
M),1,27):A$(M)=M$
235 PRINT$(M+32)+2,A$(M);:RETURN
240 'FALL SEQUENCE
245 LG=LP+32:RD=RP+32
250 IF PEEK(LG)=128 THEN POKE LG
,159:POKE LG-32,128:LP=LG:BL=INT
(LG-1027)/32:BOUND 125,1
255 IF PEEK(LD)=287 THEN POKE LP

```

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FALL GUY

```

,120: LP=1007;POKE LP,109:BL=0
260 IF PEEK(100)=120 THEN POKE 100
,109:POKE 100-32,120:RP=RS:GR=INT
080-1000/32:ROUND(75),1
265 IF PEEK(100)=207 THEN POKE 100
,120:RP=1000:POKE RP,109:GR=0
270 IF LP>1470 OR RP>1470 THEN 2
=99
275 RETURN
280 DISPLAY SCREEN
285 FOR N=1 TO 13:AA=IN)-STRING$(20
,143)+CHR$(200)+MID$(AA,IN),K,1)+
CHR$(207):FOR J=1 TO 20:K=200+M
ID+(AA=IN),K,1)+CHR$(120):NEXT J:
NEXT N
290 GR=STRING$(2,143)+CHR$(109)+
STRING$(24,143)+CHR$(109)+STRING
$(2,143)
295 CR=STRING$(10,143)+CHR$(109)
+STRING$(14,143)
300 CLR
305 PRINT$(0,0):PRINT$(49,0)
310 FOR N=1 TO 13:PRINT$(32+N),CHR
$(143)+CHR$(109)+AA=IN),CHR$(109)
+CHR$(143):NEXT N
315 RETURN
320 *ENDPLAY
325 FOR T=1 TO 3:PLAY "T12V310400F
000CF00000000000F000000":NEXT T
330 FOR T=1 TO 1000:NEXT T
335 PRINT$(400,"PRESS SPACE BAR: T
O PLAY AGAIN")
340 GR=INKEY$:IF GR<>CHR$(32) THE
N 340
345 GOTO 110
350 *INSTRUCTIONS
355 CLR:PRINT$(2,"FALL GUY"
360 PRINT$(4,CHR$(109)):"A GAME F
OR 2 PLAYERS." :PRINT:PRINT CHR$(
109):"FALL TO THE BOTTOM OF THE
GRID BEFORE YOUR OPPONENT."
365 PRINT " BY MOVING THE GRID."
:PRINT$(20,CHR$(120)):PRINT$(20,CHR
$(120)):PRINT$(20,"UNDER YOUR
PLAYER."
370 PRINT:PRINT CHR$(109):"AVOID
FALLING ON THE MINER." :CHR$(207
):PRINT" OR YOU WILL RETURN TO T
HE TOP OF THE GRID." :PRINT:PR
INT CHR$(109):"CONTROLS: UP DOW
N LEFT RIGHT PLAYER 1: 2 A
D W PLAYER 2: @ L
D P"
375 PRINT$(40,"PRESS SPACEBAR")
380 GR=INKEY$:IF GR<>CHR$(32) TH
EN 380
385 PRINT$(404,STRING$(26,32))
390 RETURN

```

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7700COL3,2:PLOT 49,120+cos0+161+4,192+
421-11+0-11+4:PLOT
1,0,19-121-11+01+4
780IF POINT(120+cos0+161+4,200)=1 THEN
GOTO 840
7900COLUR 3:GOTO 270
800IF g=1 AND h=+1 OR h=-1 THEN GOTO
270
8100COL3,2:PLOT 49,120+cos0+361+4,192+
421-11+0-11+4:PLOT
1,0,19-121-11+01+4
820FOR f=30 TO 42:GOUND 1,-15,f,1:NEXT
f
8300COL3,2:PLOT 49,120+cos0+361+4,192+
421-11+0-11+4:PLOT
1,0,19-121-11+01+4
840IF POINT(120+cos0+361+4,200)=1 THEN
GOTO 840
850COLUR 3:GOTO 270
860FOR f=1 TO 15
870PRINT TAB(0+2,21);CHR$(231)+CHR$(231)
880SOUND 1,-15,RND(30),1
890NEXT f
900PRINT TAB(0+2,21);" "
910IF sc>hs THEN h=sc
920COLUR 3:PRINT TAB(0,10);"O A M E
O V E R";TAB(2,10);"PRESS ANY
KEY TO PLAY AGAIN"
930=FL15:1
940IF INKEY$(1000)="" THEN GOTO 940
950FOR f=1 TO 100:NEXT f:CLS:COLUR 3:
GOTO 200
960PRINT TAB(0,21);CHR$(141);CHR$(109);
"----- GALAXIAN
-----"CHR$(141);CHR$(109);"----
----- GALAXIAN
-----"
970PRINT "Fleet after fleet, the inva-
ders form andwait to attack.
Soon of them dive down to earth firing
lasers as they do."
980PRINT" The invaders in the formati-
on drop dangerousbombs to try
and destroy your laser base. Giving inva-
ders are worth more points."
990PRINT"As soon as I fleet of invader-
s have beendestroyed their
mother-ship will arrangea new battle-lin-
e."
1000PRINT"CHR$(132);" Your controls a
res-"
1010PRINT"TAB(10);CHR$(133);"2";CHR$(1
34);"...To move left"
1020PRINT"TAB(10);CHR$(133);"X";CHR$(13
4);"...To move right"
1030PRINT"TAB(10);CHR$(133);"H";CHR$(13
4);"...To fire laser canon"
1040PRINT TAB(0,24);CHR$(136);"PRESS AN
Y KEY TO START";
1050IF INKEY$(1000)="" THEN GOTO 1050 E

```

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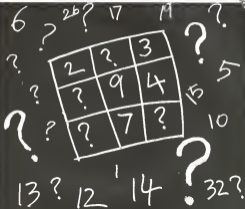
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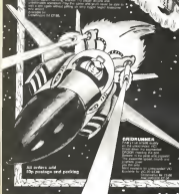
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MAGIC SQUARES

DETAILED PROGRAM DESCRIPTION

Lines 0 to 25

This is the main program structure. Lines 2 and 3 turn off the escape key and various control keys. Lines 13 and 14 update the screen and accept the next move. In lines 22 and 23 places are indicated to control what is displayed before the word on the (left key) + (R key). In line 24 one of the various state codes (state key) + (R key) before the word on the

Lines 26 to 41

The algorithm constructs the magic square and holds it in the A array. The B array is used to change the magic square to the screen while the A array is used to calculate user answers (in Lines 43 to 50 generate the magic square positions which have to be solved. We check to make that three unknowns are on a diagonal key, which means that once five white tiles are on a particular number.

Lines 52 to 64

This is the screen dump routine. In line 53 please enter a colour control code as follows: (ctrl key) + (R key) and (ctrl key) + (R key) before the question mark and (ctrl key) + (R key) after the question mark.

Lines 65 to 67 are initialization operations.

Lines 68 to 84

This is the general routine to accept your move. It will call up the input function, check your response for the correct answer, calling the appropriate procedure as required.

Lines 85 to 91

end routine.

Lines 92 to 100

This routine involving the display, score and time routines finally congratulates you on your win or winning.

Lines 101 to 111

This routine congratulates your single successful game. Line 108 contains the basic data (printing).

Lines 112 to 128

This routine is not so pleasing. If you bump into it, you have failed to make a good game.

Lines 129 to 138

This is the close routine. It itself calls the music of the routine in 131.

```

10 DIM A(7), B(7)
20 FOR I=0 TO 7
30 FOR J=0 TO 7
40 B(I,J)=0:GOTO 100
50 B(I,J)=99:GOTO 100
60 GOTO 7
70 PRINT
80 PRINT
90 PRINT
100 GOTO 7
110 GOTO 7
120 GOTO 7, 7, 7, 7
130 GOTO 7
140 GOTO 7
150 GOTO 7
160 GOTO 7
170 GOTO 7
180 GOTO 7
190 GOTO 7
200 GOTO 7
210 GOTO 7
220 GOTO 7
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900 GOTO 7
910 GOTO 7
920 GOTO 7
930 GOTO 7
940 GOTO 7
950 GOTO 7
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970 GOTO 7
980 GOTO 7
990 GOTO 7

```

Lines 131 to 150

The introductory routine.

Lines 151 to 163

Initialisation.

Lines 164 to 189

This is the main function. A message of three characters can be input and three randomly chosen from the ASCII codes for the main tile codes (ASCII number 0).

Lines 190 to 201

A standard time delay routine of five a half second.

Program copyright by Mung and his Magic Chess.

SIMPLE GLOSSARY

Procedures

- a initialization
- b updating and on screen
- c screen display of game
- d accept user's move
- e complete square solved
- f play game routine
- g get the move correct
- h get the move wrong
- i sound the machine
- j do a delay
- k continue routine

Functions

Input parameters specify highest ASCII lowest ASCII and number of characters that may be input. The input as a general purpose routine which can be patched for a number of other uses. Line 184 determines the conditions in which the function will return its value.

Variables

- A key
- B number of correct numbers displayed
- I the number of games
- K contains game initialisation
- d digit character
- e alphanumeric
- f alpha character
- g word in input length of string
- h alphanumeric to be input
- I final time on delay

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